

Encyclopedia Magica™

Accessory

Credits

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Volume Three

Pick of Earth Parting to Thesis on Conditional Ruptures (Spellbook)

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Pick

The pick is a tool that looks like a simple cross between an axe and a hammer. It is usually used during mining operations as a digging tool.

of Earth Parting

XP Value: 5,000

GP Value: 25,000

Tome of Magic

This enchanted pick allows its wielder to cut through elemental earth quickly. The wielder of the pick must have strength of 17 or better. By repeatedly swinging the pick at elemental earth, the wielder can carve out a 10- by 10- by 60-foot tunnel per round. The pick's magical properties create a smooth, clean surface regardless of the mining skill of the user. All rubble from the excavation magically disappears, leaving a clear passage.

Cursed Pick of Earth Parting

XP Value: —

GP Value: 5,000

1992 Fantasy Collector Card 635

This item functions almost exactly like the uncursed item of the same name, it allows the wielder to cut through elemental earth at a rate of 10 feet by 10 feet by 60 feet per round. The wall surfaces are clean and excavated rubble magically disappears. Unfortunately the user discovers, after six rounds that he or she has consistently varied the digging direction by 1° per foot, resulting in a 360° turn and a circular tunnel. Furthermore, any dwarf who uses the pick finds that all dwarven mining abilities are lost until a *remove curse* spell is cast.

Pick of Propitiousness

See *Stringed Instruments*

Pick of Strumming

See *Stringed Instruments*

Pie

of Four-and-Twenty Blackbirds

XP Value: 250

GP Value: 800

POLYHEDRON® Newszine 23

This magical pie looks and smells delicious, and causes no ill effect if eaten. If the proper command is spoken while holding the pie, it opens and releases 24 black pterodactyls who can understand and will obey the holder of the pie.

They will fight or carry if so instructed, but are too dim-witted to report observations or carry messages. They disappear when slain, and cannot be replaced. This item functions once.

of Raspberries

XP Value:

GP Value: 700

Polyhedron Newszine 23

This pie is identical to the *pie of four-and-twenty blackbirds*, but, when commanded to release, it instead emits a long, loud burbling sound, audible to all within 120 feet regardless of walls or doors.



Rhubarb

XP Value: 700

GP Value: 2,100

POLYHEDRON Newszine 23

This pie is also identical to a *pie of four-and-twenty blackbirds*, but when commanded to release its residents, it produces a cloud of reddish smoke in an area 60 feet across and 20 feet high. All within the cloud start to argue about meaningless things for three rounds; After that, each victim may make a saving throw vs. spell to negate the effect. Those who fail continue to argue even if attacked; those who make a successful saving throw may act normally. The smoke does not itself cause an NPC or monster

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to attack, though a PC may respond violently if desired and if appropriate to the alignment of the character.

Pigment

Pigments are powders that have been mixed with water, oil, or other liquid to produce a colored paste or paint. Most pigments are made from a single substance, but some are blends to produce a particular hue.

Bell's Palette of Identity

XP Value: 1,000

GP Value: 5,000

Tome of Magic

This device offers protection against *polymorph* spells and other magical effects that change a person's physical appearance.

The item is an artist's palette covered with bright, mystical paints. To use the item, a person must paint a self-portrait. The painting does not need to be created with any expertise, but the painter must believe that the portrait is accurate. Any time a character carries this self-portrait on his or her person, the portrait suffers the effects of unsuccessful saving throws when *massmorph*, *polymorph other*, *polymorph any object*, or *seeming* spells are cast on the owner. The portrait also suffers the effects if a character steps in front of a *mirror of simple order*.

The character's saving throw is made normally. If successful, the spell simply fails. If the saving throw is unsuccessful, the portrait is altered, reflecting the effect of the spell, but the character remains unharmed. Once the portrait suffers these effects, it no longer can offer protection for the person it represents.

A person on the Plane of the Gray Waste, carrying a picture made from *Bell's palette of identity* is protected from the effects of fading on this plane. It is the picture that slowly fades to gray while the person retains all of his or her color. After two weeks in that plane, the character makes a saving throw against being trapped in the Gray Waste. If the saving throw is unsuccessful, the portrait becomes useless to the person who painted it.

There is always a risk that some denizen of the Gray Waste will discover a baneful use for a discarded painting. Travelers are wise not to leave such personal effects behind on this plane. A single *Bell's palette of identity* can be used to paint 1d4+1 portraits.

of Blackmoor

XP Value: 300

GP Value: 2,500

GREYHAWK® Adventures

This set of multicolor paints was enchanted when the city of Blackmoor was in full power. After the city and castle fell into ruin, the wizard used the paints to insure his own survival in the hostile land.

Each set has five applications of each color. Each color comes in a tiny jar held in a *box of holding* (as the smallest *bag of holding*). The paint is applied all over the body of the user and lasts for 24 hours. During this time its effects can only be taken away by a remove curse.

- **Red** transforms the user into a 7th-level fighter with an AC of 2, a *two-handed sword* +1, and 70 hit points.
- **Blue** transforms the user into a 7th-level priest with an AC of 3, a *footman's mace* +2, and 60 hit points. Spells should be selected immediately—three 1st, three 2nd, two 3rd, and one 4th-level spell.
- **Green** transforms the user into a 7th-level ranger with an AC of 4, a long bow +3, and 56 hp.
- **Black** transforms the user into a 7th-level thief with an AC of 6, a dagger +2, and 32 hp.
- **White** transforms the user into a 7th-level paladin with an AC of 1, a long sword +3, and 67 hp.
- **Brown** Transforms the user into a 7th-level druid with an AC of 6, a quarter staff +2, and 44 hp.

Using the paints twice in a 24-hour period results in the instant death of the user. Upon return to normal, the user regains 1d10 lost hit points. For purposes of operating in the assumed class, all ability scores are treated as at least the minimum starting scores required for the class for the duration of the effect. A transformed character has all the memories of the original character but all the powers of the new class. Failure to adhere strictly to the limits of the assumed class breaks the magic and restores the original form. A transformed character is proficient in the new weapon magically acquired (that vanishes with the effect) and in any weapons known and used before the transformation.

of Longevity**XP Value:** 5,000**GP Value:** 25,000

DUNGEON® Magazine 10

The *pigments* necessary to paint a *portrait of longevity* are created from the blood of the subject to be painted, many hard-to-acquire materials, and a *wish* spell, which gathers the necessary life force from the surrounding land (often causing plagues and other natural disasters). The *pigments* may be altered to paint other subjects by use of *limited wish* and *alter reality* spells, applied together with the blood and sweat of the new subject.

Nolzur's Marvelous Pigments**XP Value:** 500**GP Value:** 3,000

DUNGEON MASTER® Guide

These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image. One pot of *Nolzur's marvelous pigments* is sufficient to create an object of 1,000 cubic feet by depicting it in two dimensions over a surface 100 feet square. Thus, a 10- by 10-foot rendition of a pit would result in an actual 10- by 10- by 10-foot pit; a 10- by 10-foot depiction of a room would result in a 10- by 10- by 10-foot room; and so on.

Only normal, inanimate things can be created—doors, pits, flowers, trees, cells, but monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (a floor, wall, ceiling, or door).

From 1d4 containers of pigments are usually found, normally with a single instrument about 1-foot long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments, precious metals, gems, jewelry, ivory, appear to be valuable but are actually made of tin, lead, paste gems, brass, bone, and similarly worthless materials. Normal armor or weapons can, of course, be created.

In a DRAGONLANCE® Campaign: *Nolzur's marvelous pigments* are called *Branchala's paints* on Ansalon.

Yellow Kohl**XP Value:** 5,000**GP Value:** 25,000

The Emirates of Ylaruam

Kohl is a greasy, pigmented eye makeup. An evil alchemist has discovered a formula that turns 1d10 pounds of metal into gold. He concealed it by fashioning it and its container to resemble a woman's makeup case. The stratagem backfired; an apprentice in his shop mistook the substance for real kohl, and sold it to a woman.

Pill

Pills are small water-soluble tablets that serve a number of purposes. First, pills can be swallowed to relieve the symptoms of a number of ailments. Second, they can be dissolved in fluids to produce a desired effect.

Desalination Tablet**XP Value:** 10**GP Value:** 100

Port of RAVEN'S BLUFF™

These orange pills are about the size of a marble. Each pill transforms one gallon of seawater into fresh, drinkable water. Incidentally, each pill also causes 1d4 points of damage to water weards and water elementals.

Hangover Relief**XP Value:** 40**GP Value:** 200

DRAGON® Magazine 73

This small pouch contains 2d6 pills, each shaped like a huge teardrop. If a pill is dissolved in water, and the water is immediately consumed, all effects of alcoholic hangovers disappear.

of Plentiful Water**XP Value:** 100**GP Value:** 500

DRAGON Magazine 73

These blue pills are about the size of aspirin tablets, usually found in a group of 2d10. When covered with spittle, a pill expands and changes within 10 seconds, becoming one gallon of water. Customarily, one would dab the pill in one's mouth and then quickly pop it into a waterskin or bucket to expand. If the pill is left in the mouth, the water may (5% chance) drown the victim as it expands and is forced into the lungs. (The chance rises to 50% if no one is present to help the victim. Back-slapping or some similar action helps the victim to expel most or all of the water.) If the pill is swallowed, the victim's stomach may burst (10%

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chance), resulting in death, but in any case it causes incapacitating discomfort.

Pillow of Regeneration

XP Value: 800

GP Value: 4,000

POLYHEDRON Newszine 43

Usually found mixed with bedclothes or on furniture, this magical cushion doubles the rate at which hit points are regained and cuts by half the time needed in rest to regain spells. Time must be spent actually reclining against the cushion.

Pipe of Heated Wind

XP Value:

GP Value:

DRAGON Magazine 73

This pipe looks like a curved metal pipe that is closed at one end. When the command word inscribed on the side is spoken, hot air streams from the open end. It is ordinarily used to dry things, especially hair.

Pitcher

A pitcher is a container used to hold fluids. Pitchers normally have elaborate handles sturdy enough to hold the weight of the pitcher as well as any fluid poured into it.

of Blending

XP Value: 300

GP Value: 1,500

DRAGON Magazine 73

This is a black, covered pitcher or cylinder with one button on it. Objects are placed in the pitcher, the button is pushed one or more times, and the lid is closed; the item then blends, smashes, and breaks up whatever is inside. However, if anything harder than food or similarly soft material is blended, the item probably ceases to function permanently. Chunks of ice are the hardest usable material, and only if they are in a supporting liquid. The number of times the button is pushed determines how long the smashing goes on.

Continuous Water

XP Value: 600

GP Value: 1,800

DRAGON Magazine 73

This is a half-gallon open glass pitcher. Each day up to five gallons of water can be poured from the pitcher, provided it has not been tightly covered at any time in the preceding 24 hours.



Plank

XP Value: 700

GP Value: 3,500

War Captain's Companion

This magical item is popular among the piratical and privateering humans throughout the Grey-space crystal sphere. When extended, the plank magically stretches far beyond the gravity plane and atmosphere envelope of the ship. Prisoners destined to "walk the plank" are sent out on it to be sent adrift in wildspace and suffocate.

On the *plank*, a step taken is actually the equivalent of four steps, meaning a character taking yard-long strides actually moves 4 yards with every step. This allows the blindfolded *plank* walker to be set adrift much faster than normal. It also helps alleviate the irritating tendency of prisoners to stand at the brink of disaster overlong. The *plank* can be extended once an hour.

Plate

The term "plate" describes two kinds of objects. One type of plate is a shallow, circular dish made of earthenware, wood, or metal. These are used to hold food. Another kind of plate is a flat, polished piece of metal that is engraved and etched with symbols, drawings, and writing. This type of plate is used during the minting process.

Book**XP Value:** 750**GP Value:** 3,750

The Book of Marvelous Magic

This item may be found in one of two forms—either as a round paper seal affixed to the inside front cover of a book (magical or otherwise), or as a fine pewter dinner plate, 1-foot in diameter. If found as a paper seal in a book, a command word causes the entire book to turn into a pewter plate, returnable by use of another command word. If found in pewter form, the command turns it into a normal, but blank spell book (with affixed book plate seal), usable by any wizard. The book thus created can hold up to 20 spells, and no more.

of Counterfeiting**XP Value:** 1,200**GP Value:** 6,000

The Book of Marvelous Magic

This fine, pewter dinner plate, on command, causes one gold piece to appear upon it. The gold may bear a perfect replica of a seal of any local or royal mint, or plain and featureless, as commanded by the user. A coin thus created is not magical, but it cannot be differentiated from normally minted coins. However, there is a 1% chance per use that the reigning mintsmith sees a vision of user and plate producing counterfeit coins. The plate functions once per day.

Dinner**XP Value:** 600**GP Value:** 3,000

The Book of Marvelous Magic

This fine pewter dinner plate, a foot in diameter, produces food if it is warmed slightly over a cooking fire. It produces three such meals per day, each containing enough food for one human-sized being. The food is tasty and nutritious, regardless of who is eating it.

Leomund's**XP Value:** 700**GP Value:** 3,500

DRAGON Magazine 28

These devices appear in many forms, sometimes as platters, sometimes plates, mugs or goblets, but in all cases they are made of engraved silver, gold, or platinum. The value of the metal and engraving is not visible until the plate is commanded to function. When told to fill itself, it produces an excellent meal of epicurean quality (enough for 4 people in the case of a platter). The plate or platter functions three times a day. The

item must be cleaned with *sweet water* or *holy water* at least once a week or it will never function again. Cleaning is not necessary if the item has not been used during any given week.

Platter of Purity**XP Value:** 1,000**GP Value:** 5,000

Needle

This golden serving platter is 1-foot wide and 2 feet long, with golden handles on each end. Any consumables placed on its surface become purified in three rounds, poisons are negated and potions are turned to pure water. No living thing can be affected, nor any nonconsumable items.

Platter of Purity II**XP Value:** 500**GP Value:** 5,000

POLYHEDRON Magazine 26

The *platter of purity* is a golden serving platter 1-foot wide and 2 feet long, with golden handles on each end. Any consumables placed on its surface are purified in three rounds. Poisons are negated, but, unfortunately, potions are turned into pure water. No living thing can be affected, nor can any nonconsumable items.

Plumalitter**XP Value:** 800**GP Value:** 5,000

Maztica Campaign Set

The *plumalitter* is a work of featherweaving that is the only Maztican equivalent of a wagon. It is a rectangle of thick, fluffy plumage some 6 feet wide, 10 feet long, and 1 foot thick. It can carry up to 750 pounds. It requires a command word, but not an *elevate* spell, to activate. It will follow the one who commands it, matching his speed at a movement rate up to 18. It can rise or lower at a rate of 30 feet per round.

Plumastone**XP Value:** 1,600**GP Value:** 8,000

Maztica Campaign Set

The artisan who creates this talisman must be a weaponmaker as well as a master of pluma. An item of plumastone is an enchanted weapon with an obsidian tip or edge. It can be a maca, a knife, a bundle of three spears, or a quiver of 10 arrows.

The objects are not subject to the normal breakage rules of obsidian-tipped weapons. In addition, each receives a +2 benefit to attack, and a +3 to damage.

Poker

A poker is a metal tool used to tend fires. It is simply a rod with a prong near the end, designed to move burning logs. Most pokers are 2 to 4 feet long and made of wrought iron.

Draw

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This item appears to be and functions as a *poker of fire control* in all respects, but it has a 25% chance per use of malfunctioning. If so, the user is drawn into the fire being controlled (no saving throw). All control of the fire is immediately lost, and all of the victim's fire resistances are temporarily negated. The victim then takes fire damage based on the size of the fire—1d6 points per round from campfires, up to 3d6 points per round from large blazes. The fire magically continues to burn, regardless of any magical or ordinary attempts to douse it, and the victim cannot be removed until a *remove curse* spell is applied.

of Fire Control

XP Value: 5,000 **GP Value:** 25,000

The Book of Marvelous Magic

This poker may be placed into flames and a command word spoken. After that, by concentrating for one round, the user may reduce the fire to mere embers or increase it to a great bonfire. The poker affects only normal fires and has no effect on magical flames. It functions three times a day for up to one hour per use; if the user's concentration is broken or the fuel is consumed by the great bonfire (burning at 10 times the normal rate), the effect ends.

of Searing

XP Value: 700 **GP Value:** 3,500

The Book of Marvelous Magic

When commanded, this poker heats itself to red-hot temperature. The poker may, after that, be used as a spear, inflicting 1d6 points of fire damage in addition. No saving throw applies, but any magical or innate fire resistance negates the heat damage. The poker cools in one turn but may be heated three times per day. Any additional heating does not gain the heat damage bonus and there is a 10% chance that it may crack and destroy the poker.

of Summoning

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This poker appears to be, and functions as, a *poker of fire control* in all respects. On command, it summons a 12-HD fire elemental (AC 0; Dmg 2d8) that obeys the summoner as long as the poker is held with both hands. The summoner must concentrate to control the elemental and is subject to the usual rules for summoning and controlling elementals.

Polearm

Polearms are melee weapons that have blades or heads mounted on wooden shafts that are 4 to 6 feet long. Because of their length, all polearms are two-handed weapons. Depending on the type of head, a polearm can thrust, chop, stab, or hook opponents.

Roll	Polearm Type
01-02	Attached Gaff-Hook
03-04	Awl Pike
05-07	Bardiche
08-09	Bec de Corbin
10-11	Bill-Guisarme
12-13	Bill Hook
14-16	Dragon's Paw
17-18	Fang
19-20	Fauchard
21-22	Fauchard-Fork
23-24	Footman's Pike
25-27	Fuxina Trident
28-29	Gaff-Hook
30-31	Glaive
32-33	Glaive-Guisarme
34-36	Goblin Stick
37-38	Guisarme
39-40	Guisarme-Voulge
41-42	Gythka
43-44	Harberd
45-47	Hook-Falchard
48-49	Horseman's Pike
50-51	Impaler
52-53	Lajatang
54-56	Lotulis
57-58	Lucern Hammer
59-60	Luqu Trident
61-62	Main-Gauche
63-64	Mancatcher
65-67	Military Fork
68-69	Nagimaki

70-71	Naginata
72-73	One-Handed Trident
74-76	Partisan
77-78	Pincher Staff
79-80	Pitchfork
81-82	Poleaxe
83-84	Ranseur
85-86	Sode Garami
87-88	Spetum
89-90	Tetsubo
91-92	Trident
93-94	Trikal
95-96	Two-Handed Trident
97-98	Voulge
99-00	Weighted Pike

Baphomet's Bardiche

XP Value: 11,200 **GP Value:** 80,000

The Lost Caverns of Tsojcanth

Baphomet's bardiche, is a long poleaxe that inflicts 3d4+8 points of damage and causes armor, shields, and weapons struck by it to save vs. crushing blow or be destroyed.

Belial's Military Fork

XP Value: 11,000 **GP Value:** 75,000

Monster Manual II

Belial uses a huge *military fork* +4 in combat. This weapon causes the creature struck to save vs. spell or be affected as if smitten by a *symbol of pain*.

Blessed Trident

XP Value: 2,400 **GP Value:** 16,000

Otherlands

Land-based paladins seek out *holy avenger* swords, rare swords that give many abilities to the paladins who wield them. *Holy avengers* are even more scarce under the seas. The paladins in the Order of the Dolphin use special tridents created by the Dargonesti wizards and priests. To a nonpaladin, the trident acts as a +1 weapon with no other abilities. In the hands of a paladin, it becomes a +4 weapon, that does +8 points of damage against lawful or chaotic evil opponents.

In addition, the trident bestows 25% magic resistance to the wielder. The trident also can *cure serious wounds* and *know alignment*, each three times a day. The trident also enables the paladin to communicate with any sea creature encountered.

Trident of Commanding Water Creatures

XP Value: 1,200

GP Value: 6,000

GREYHAWK

This device functions in the same manner as a *staff of commanding*, but it functions only with regard to water-dwellers within a 60-foot radius of its user. It functions for 12 turns each time it is used, and it has 24 charges. It may not be recharged.

Fisher's Trident of Fish Command

XP Value: 500

GP Value: 4,000

1992 Fantasy Collector Card 24

The Fisher's chaotic good trident is the archetypal version of its kind. It uses no charges in its function. The trident magically causes all fish to stay 10 feet or more away. It also forces all fish within 10 feet to roll a successful saving throw vs. spell or they are forced to obey any simple commands of the user (such as "attack that creature" or "swarm around that group of creatures"). The trident is also a +3 magical weapon in its own right (5 Ego points).

Fork of Jabbing

XP Value: —

GP Value: 1,000

The Book of Marvelous Magic

This copper-colored fork is identical to a *fork of travel* but when commanded to function, it attacks the user. It hits every round, inflicting 1 point of damage each time, regardless of Armor Class, immunities, or other defenses. It can only be stopped by a *remove curse* spell, but is treated as AC 0 for the attempt at touching it. This remedy causes the fork to disappear.

Fork of Travel

XP Value: 2,000

GP Value: 10,000

The Book of Marvelous Magic

This copper fork may be placed at any intersection, and it will point (on command) toward either the most dangerous, safest, shortest, or longest route, as desired by the user. It may be used three times per day. For answers about distance, the destination must be known and named.

Lacedonbane

XP Value: 1,000

GP Value: 10,000

DRAGON Magazine 48

This +1/+3 vs. *lacedons* weapon is frequently found in the possession of a triton or in a triton lair. All tridents of this sort have a neutral good alignment and are most effective when used against the marine variety of the ghoul.

Mephistopheles's Fork

XP Value: 3,200

GP Value: 16,000

Monster Manual II

This great, three-tined *fork* +3 can, on command, deliver 3d4 points of cold, electrical, or fire damage, saving throw vs. spell applicable. Each function is usable three times per day. These damage points are in addition to all other damage caused by the weapon.

Niord's Great Trident

XP Value: 4,200

GP Value: 21,000

DRAGON Magazine 110

Niord uses a *great trident* +4, that combines the powers of *fish command* and *submission*, striking

for 3d10 points of damage with a +4 bonus. (Strength bonuses are added after that as well.) Those not of lawful good alignment are unable to grasp this trident.

O-Wata-Tsu-Mi's Jade Trident

XP Value: 2,100

GP Value: 10,500

Legends & Lore

When struck by the avatar's jade trident, victims must save vs. petrification or be stuck on its prongs. In such cases, the avatar may elect to turn the shaft of the trident, rotating the razor sharp prongs and doing 2d10 points of automatic damage each round. This weapon is also called *Shio-Zuchi's Trident*.

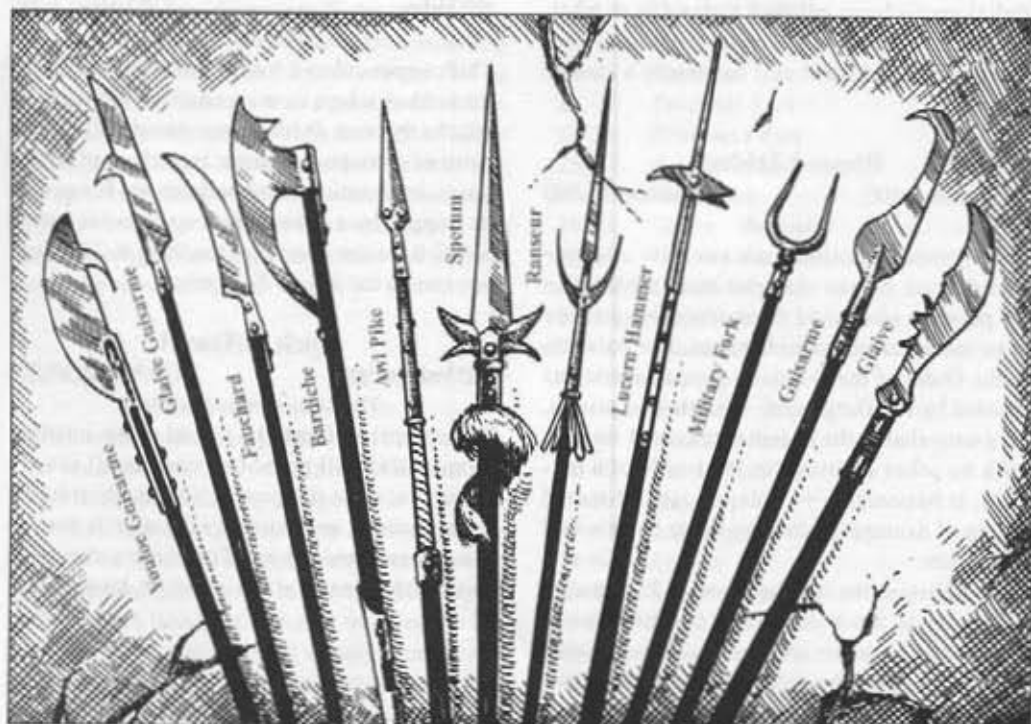
Persana's Trident

XP Value: 3,000

GP Value: 15,000

Monster Mythology

The avatar's *trident* +3 paralyzes opponents by touch for 3d4 turns unless a successful saving throw is made vs. paralyzation at -2.



Pitchfork of Penetration

XP Value: 700

GP Value: 3,500

The Book of Marvelous Magic

This three-pronged item has a 3-foot-long handle but otherwise appears to be identical to a normal farmer's tool. It can be used on the Prime Material Plane to attack a creature on the Ethereal Plane, requiring only a normal attack roll. The user must be able to see ethereal things to use the fork (by a *detect invisible* spell or other means). The pitchfork inflicts 1d6 points of damage plus Strength bonus per hit. In addition, if an attack is successful, the user may pull the victim from the ether into the Prime Material Plane. The victim may make a saving throw vs. spell to avoid being drawn across.

Poseidon's Trident

XP Value: 2,000

GP Value: 10,000

Legends & Lore

Any being hit by Poseidon's avatar's trident must save vs. paralyzation or be stuck on its prongs. They will remain there until removed by another character (inflicting 1d10 additional points of damage) or released by the avatar himself.

Reptilebane

XP Value: 1,000

GP Value: 10,000

DRAGON Magazine 48

This weapon is especially effective (+3 on attack and damage rolls) against dragon turtles, lizardmen, dinosaurs, crocodiles, and other types of aquatic and nonaquatic reptiles.

Rutterkin

XP Value

GP Value

+1: 1,000

6,000

+2: 2,000

12,000

+3: 3,000

18,000

Outer Planes MC Appendix

The least tanar'ri, rutterkins, use a polearm with a double crescent head. The weapon weighs eight pounds, is Size L, has a Speed Factor of 8, and causes 1d10/1d8 points damage.

Roll Attack/Damage Modifier

01-05

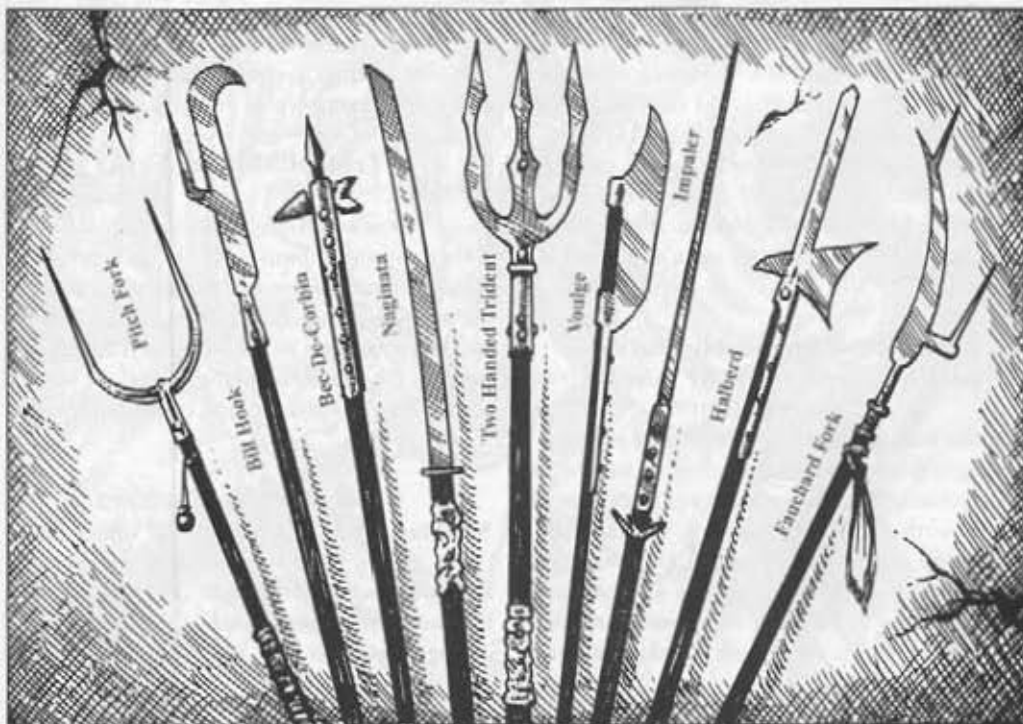
+1

06-08

+2

09-00

+3





Saw-Toothed Glaive

XP Value: 2,000

GP Value: 15,000

Monster Manual II

These appalling weapons are used by various types of lower planar beings in the pursuit of evil. The *saw-toothed glaive* is a +3 weapon equipped with a treblehook at the base of the blade. The treblehook curves backward and is used to entangle or snag opponents closing or fleeing, causing an additional 1d3 points of damage above and beyond the glaive's normal damage. The victim is held fast unless a successful open doors roll is made.

Trident of Elemental Death

XP Value: 800

GP Value: 10,000

Dragon Magazine 91

Another item manufactured by the most powerful sahuagin priests, this weapon gives its wielder a +2 combat bonus against creatures like tritons, water weeds, and water elementals; +1 against all others. As with the dagger *dolphins' bane*, this weapon has a lawful evil alignment and function as a -1 weapon in the hands of anyone of another alignment. Only the most powerful sahuagin warriors carry them.

Trident of Fish Command

XP Value: 500

GP Value: 4,000

DUNGEON MASTER Guide

This three-tined fork atop a stout rod 6 feet long appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60-foot radius to roll saving throws vs. spell. This uses one charge of the trident. Fish failing the throw are completely under empathic command and will not attack the possessor of the trident nor any creature within 10 feet of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (fear, hunger, anger, indifference, repletion). Fish who make the saving throw are free of empathic control, but they cannot approach closer than 10 feet of the trident. In addition to ordinary fish the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of nonpiscine marine creatures. A school of fish should be checked as a single entity. A trident of this type contains 1d4+16 charges.

Trident of Fish Control

XP Value: 500

GP Value: 4,000

BLACKMOOR®

On a successful strike or touch, this trident will allow the wielder to control any nonairbreathing, swimming creature (save vs. spell applicable).

Trident/Military Fork

XP Value: 750

GP Value: 6,000

DUNGEON MASTER Guide, 1st Edition

This weapon is about 6 feet long. Upon command, the middle tine of the trident retracts into the pole while the shaft of the weapon lengthens to 9 feet, creating a military fork with a short center spike. The changing of the form of the weapon from trident to fork or vice versa requires one round.

Trident of the Oljatt Sea

XP Value: 1,500

GP Value: 12,000

GREYHAWK Adventures

Rumored to be a weapon of sahuagin fighters, this weapon gives a bonus of +2 to attack and damage. Once per turn, it can fire a jet of steam in an area 60 feet long, 20 feet high, and 20 feet wide. The steam inflicts 6d6 points of damage, half if a successful saving throw vs. spell is made.

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When fired underwater, the steam travels only half the distance, and causes half damage (a saving throw for ½ damage is applicable).

Trident of the Phlogiston

XP Value: 1,800

GP Value: 18,000

War Captain's Companion

This special weapon was designed by an unknown power, and is extremely old. The blades show centuries of nicking armor. Thousands of polishings, rust removals, and sharpenings are evident. The leather-bound hilt looks worn, tattered, and partially rotted. The trident appears on the verge of uselessness. It is actually a *trident +4*, which causes 1d6+5 points of damage to small and human-sized opponents, and 3d4+4 points of damage to larger opponents (this damage includes the +4 bonus).

When wielded on a world, it acts as a *trident +4*, and nothing more. When wielded in wild-space or in hostile, other planar environments, it can purify enough air for one person to use in a single day.

When wielded in the phlogiston, it has the powers stated above, as well as its greatest power. When the weapon strikes an opponent of opposite alignment to the wielder (as given on the table below), the weapon creates a concentrated bead of fire when the opponent is struck. This detonates on the target only—the wielder is protected by the length of the shaft. The 2-foot *fireball* inflicts 1d3 points of fire damage plus the level of the trident's wielder upon the opponent (a 6th-level wielder would inflict 7–9 points of fire damage in addition to the trident damage). The alignment oppositions are:

LG—CE

NG—NE

CG—LE

LN—CN

It takes a week for the weapon to adopt the alignment of a new owner, after that time it will register as the owner's alignment if tested.

Trident of Submission

XP Value: 1,250

GP Value: 12,500

DUNGEON MASTER Guide

A weapon of this nature appears unremarkable, exactly like any normal trident. The wielder of a *trident of submission* causes any opponent struck to save vs. spell. If the opponent fails to save, it must check morale the next round instead of

attacking; if morale is good, the opponent may act normally next round, but if it is poor, the opponent ceases to fight and surrenders, overcome with a feeling of hopelessness. The duration of the hopelessness is 2d4 rounds. After that the creature is normal again. The trident has 1d4+16 charges.

Trident of Warning

XP Value: 750

GP Value: 7,500

DUNGEON MASTER Guide

A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A *trident of warning* must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240 feet. There are 1d6+18 charges in a trident of this type, each charge sufficient to last for two rounds of scanning.

Trident of Yearning

XP Value: —

GP Value: 1,000

DUNGEON MASTER Guide

A *trident of yearning* looks exactly like any normal trident, and its aura is indistinguishable from that of other enchanted weapons of this sort. Any character grasping this type of trident immediately feels an overwhelming desire to be immersed in as great a depth of water as possible. This unquenchable longing causes the affected character to proceed immediately toward the largest and deepest body of water available—in any event, one that is sufficient to completely cover his or her person. Once there, the character immerses—permanently.

The character cannot loose his or her grip on the trident, and only a *water breathing* spell (after submersion) or a *wish* can enable the character to do so. The trident is otherwise a –2 cursed magical weapon. Note that this item does not confer the ability to breathe underwater.

Uluth'gak's Gythka

XP Value: 1,000

GP Value: 7,500

1992 Fantasy Collector Card 136

This magical weapon consists of a thick shaft with a set of metal blades mounted at both ends. Uluth'gak is very proud of this particular weapon, for it was given to her by her clutch-leader when she came of age. Its superior attention to detail and magical enchantments (+2 enhancement) have helped Uluth'gak to become a keen warrior.

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Water Elemental Slayer

XP Value: 800

GP Value: 10,000

Dragon Magazine 48

Creatures most severely affected by this trident include all those known or thought to be native to the Elemental Plane of Water, such as tritons, water weards and water elementals—the attacker gains an additional +2 on the attack. Another of the items crafted by sahuagin priests, this trident is normally only found in the possession of the most powerful members of that society.

Wave

XP Value: 3,000

GP Value: 20,000

White Plume Mountain

Wave, a neutral *trident* +3, does 1d10 points of damage per strike. It has a 14 Intelligence and an Ego of 20. Its special purpose is death or disfigurement to all who won't convert to the worship of Poseidon (or any similar sea-god).

It functions as a *trident of fish commanding* and as a *trident of warning*. It also *finds water*, confers *water breathing* and *underwater action* upon the bearer, and confers a *cube of force* ability. It possesses speech and telepathy (in the common tongue as well as the languages of all sea creatures).

On a natural roll of 20, in addition to its normal damage, *wave* dehydrates its opponent, draining one-half of his or her remaining hit points (compute normal damage first).

Zezen Washio's Trident

XP Value: 2,200

GP Value: 11,000

Ochimo: The Spirit Warrior

Zezen Washio, a 6th-level Samurai, owns a *trident* +3 with an Intelligence of 15. It has the power to *detect magic* in a 10-foot radius, detect large traps within 10 feet, and detect precious metals in a 20-foot radius. It is semi-empathic with an Ego of 6.

Pool

A pool can be anything from a simple, backwater pond to a small lagoon.

Dimensional

XP Value: 2,000

GP Value: 10,000

Escape from Thunder Rift

A *dimensional pool* can appear as a small pond, an ornate reflecting pool, or anything in between. The pool's form is decided by the wizard who creates it. These pools can be used to travel from

one dimension to another. The pool reflects some far-off scene in a shimmering image on its surface, and any creature submerging itself in the pool finds itself transported to that scene (immersion must be complete for the magic to work).

To control the destination of the pool requires a magical talisman that the wizard enchants at the same time that the pool is created. The *pool talisman* is made of nixie, merman, and nuckalavee hairs magically encased in a large diamond. The process ruins the diamond's value as a precious stone but creates a powerful tool for traveling the dimensions.

To change the pool's destination, the bearer of the *pool talisman* simply stares at the water and concentrates, and the pool's image shifts to the place or dimension the user has in mind. The pool remains fixed on that location, and may transport anyone submerged in its waters, until the *pool talisman* holder changes the destination again.

Unless an individual holds the talisman, however, the journey is one-way; the talisman-bearer may return to the pool (with up to six comrades) by simply concentrating upon it while immersed in a normal body of water.

Golden

XP Value: 1,000

GP Value: 5,00

The Hidden Shrine of Tamoachan

The fluid in this basin is magical as long as it remains in the basin. If it is removed, it is just colored water. Anything stuck into the liquid reacts with the fluid so that the second time that the item or an item of the same material is stuck into the pool, it will turn to gold. The item remains gold for only two turns.

Mellenaea's Pool Portal

XP Value: 4,000

GP Value: 20,000

Rogue's Gallery

The magical pool portal is the favored mode of planar travel for psionist Mellenaea, but hers is not the only one known to exist. Rumors persist of one somewhere in a Sla-mori beneath Qualinost, Ansalon, and on other worlds as well. Methods of activating the portal vary from merely touching the magical liquid to placing astrally-linked material in it and performing an incantation, but the result is the same as invoking the Psychoportive Discipline, Probability Travel—sending the traveler, including his or her physical body, into the Astral Plane.

of Tears

XP Value: 2,000

GP Value: 10,000

Dungeonland

The water falls down a surface of rocks and undergoes a brief magical change. At its beginning it is merely water, and when it falls into the pool, it becomes normal once more. If taken during the course of its fall, however, the liquid is magical. A draft of one pint volume has some effect, similar to a potion. To determine the results, use the table below. Note that the **Potion Miscibility Table** must be used if more than one such drink is taken. Storage of the liquid in any sort of container causes it to lose all of its magical properties instantly.

Ten feet from its edge, the water is 10 feet deep. It is 30 feet deep in the center. Visibility is 3 feet clearly, 6 feet dimly.

Roll Magical Effects

- 1 **Baldness:** Hair regrows naturally in time.
- 2 **Color Change:** Any bright color covers skin for 1d6+6 turns.
- 3 **Diminution:** As the potion of the same name.
- 4 **Divisibility:** Can become two exact duplicates for 1d6+6 rounds.
- 5 **Dragonfly Control:** Ability to control normal insects of this sort for 1d6+6 turns.
- 6 **Gaseous Form:** As the potion of the same name.
- 7 **Gaseousness:** Belching for 1d6+6 hours.
- 8 **Giant Feet:** Feet grow one foot or more in length for 1d6+6 rounds.
- 9 **Growth:** As the potion of the same name.
- 10 **Hairiness:** All hair grows longer, thicker, and quite bristly, remaining until trimmed or shaved.
- 11 **Human Controlled:** The speech of any human will act as *suggestion* spell for 2d6+6 turns.
- 12 **Invisibility to Self:** Unable to see any part of self or possessions for 1d6+6 rounds.
- 13 **Levity:** Overcome by urge to be witty, tell jokes and puns, and laugh at others for 1d6+6 rounds.
- 14 **Philter of Loaf:** Sit with feet up or lie

around 1d6+6 turns.

- 15 **Plumpness:** Immediate weight gain of 1d10+20% for 1d6+6 turns.
- 16 **Spud:** Tuberous growth pops out of ear every round for 1d6+6 rounds.
- 17 **Super Hedonism:** Relax, smell flowers, enjoy scene, and seek pleasure for 1d6+6 turns.
- 18 **Sweat Water:** Perspire very freely for 1d6+6 rounds, and must drink 1d4 quarts of liquid after that.
- 19 **Water Breathe:** Must inhale water for 1d6+6 rounds.
- 20 **Yodeling:** Overcome with desire to climb atop anything and yodel as loudly as possible for 1d6+6 turns.

Porpherio's Garden

XP Value: 6,000

GP Value: 45,000

Beyond the Crystal Cave

The garden stands atop a small hill. It is in the shape of an ellipse about 2,600 feet long and 1,900 feet wide at its widest place. It is entirely surrounded by an impenetrable *force wall* created by Porpherio. The wall is a complete ellipsoid (a solid oval-shaped body)—thus tunneling or flying gain invaders nothing if they attempt to enter the garden. In addition to being impenetrable, the wall has strange properties. When viewed from a distance, it is transparent—the garden is visible from afar, from inside the garden there is an excellent view of the surrounding countryside. When approached, the wall gradually becomes opaque. It begins to mist over when the viewer is 30 feet away and, as someone begins to approach, the opacity increases until about 10 feet away, when vision through the walls becomes impossible.

Just prior to his death, Porpherio laid five great enchantments on the entire garden area that are still in effect.

- The flow of time in the garden has been slowed in relation to the outside world so that all that dwell inside age very slowly. This may pose a problem for the adventurers since, when they return to the outside world, they may have been absent some time. They will not, however, suffer any ill effects on their return (like unnatural aging), apart from a partial loss of memory. This enchantment also means that from the inside of the garden the passing of time (the passage of the sun and other time effects) on the outside appears to be going at the expected rate.

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Thus, characters are not aware of the slowing of time within the garden.

- No fire, natural or magical, can be made to burn in the garden.
- Magical or psionic flying, and *levitation* cannot be performed in the garden.
- No matter what the season outside the garden, inside it is always summer. During the garden's nights, a little light rain (from small, magically produced clouds) provides whatever moisture the plants need.

Because of Porpherio's first enchantment, time within the garden moves about 700% slower than that on the outside. For each day spent in the garden, two years pass in the outside world; for each hour spent in the garden, one month passes. The DM must therefore take care recording time.

It is possible that characters will try to destroy the *force field*. Physical assault cannot harm it, though a magical assault may cause a temporary weakening of the field. For this to occur, a spell cast by a wizard of 20th level or above is required. Any weakening of the field, however, causes a *temporal wind* to sweep the caster into a time vortex. The DM may choose to have the caster arrive in a random dimension, at a random time.

As a consequence of the enchantments Porpherio cast, the entire garden and all its contents and inhabitants show a strong *dweomer* if *detect magic* is cast. Further, such detection indicates all possible forms of magic—conjunction, alteration, abjuration, and others are present, thus making the use of *detect magic* spells and even artifacts useless. Because the garden has a highly magical nature, there are other interesting side effects.

First, druids operate within the confines of the garden at one level higher than normal. This affects their spell abilities, hit points and saving throws. Druids gradually become aware of their new powers during the first six turns spent in the garden. The advancement is temporary, lost when the druid returns to the outside world. As the advancement of druids represents their greater oneness with the garden, the loss of the benefits should not cause the druids injury. Thus, the loss of the hit points never reduces a druid to 0 or less.

Then too, many spells do not operate or have different effects:

- **Spells that do not operate:** *animal summoning I*, *animal summoning II*, *animal summoning III*, *burning hands*, *call lightning*, *charm monster*, *charm person*, *charm person or mammal*, *charm*

plant, *conjure fire elemental*, *control weather*, *control winds*, *creeping doom*, *delayed blast fireball*, *earthquake*, *entangle*, *explosive runes*, *find familiar*, *fire charm*, *fire seeds*, *fire shield*, *fire storm*, *fire trap*, *fireball*, *flame arrow*, *flame strike*, *fly*, *hallucinatory forest*, *hallucinatory terrain*, *hypnotism*, *incendiary cloud*, *insect plague*, *jump*, *levitate*, *mass charm*, *produce fire*, *produce flame*, *pyrotechnics*, *reverse gravity*, *summon insects*, *wall of fire*, and *weather summoning*.

- **Spells that do not have their usual effects:** A *chariot of Sustarre* cannot operate through the time barrier. *Command* operates, but creatures do not obey (this may confuse the caster as he or she will be of the opinion that *command* operates normally). *Conjure elemental* does not conjure a fire elemental, though other elementals may be conjured as normal. *Dimension door* takes the traveler through the time barrier, but only to the Astral Plane. *Dispel magic* only works on a single, specific item; it cannot be used on areas of the garden. *Drawmij's instant summons* works, but articles called from outside the barrier are lost in time. A *glyph of warding* will not produce a fire glyph. *Predict weather* works, but the forecast is always "fine." *Snake charm* would work, but there are no snakes in the garden. *Snare* operates, but not against the interests of the garden. *Suggestion* and *mass suggestion* have the same limitation as *snare*. *Trip* is also subject to the *snare* limitation.

The only entrance to the garden (apart from planar travel) is through a cave complex under the southwestern side of the hill on which the garden stands. These caves were formed by the river that once flowed freely from the garden but which now, due to the time change, no longer reaches the cave opening. Over the eons, the original river bed in the surrounding countryside was refilled and covered without trace. If the area is searched, the entrance to the cave complex may easily be found.

The garden grounds, portions of which can be seen through the barrier, are extremely well maintained and beautifully ordered, as if by a team of expert gardeners. The grounds fall into two distinct categories: woodland and lawn.

The woodlands are pleasant, sunny, open places with the trees well spaced and a rich greensward studded with a multitude of flowers. Unless otherwise indicated, there is a generous collection of tree species and other plants includ-

ing tropical, subtropical and temperate. Tree species present include almond, ash, beech, birch, box, cedar, chestnut, cypress, elm, holly, mahogany, maple, olive, poplar, redwood, rowan, willow, and yew—oak is present but not common. Pundits among the players may complain about the mixture of species (for example, shrubbery and grass growing beneath a beech tree), the DM should remind the players that the area is magical and almost anything can happen.

The woodlands are threaded with pathways, they are obvious when trod upon or crossed, slight depressions in the turf that bear no flowers. But, once abandoned, a path may only be found by crossing it. When not on a path, a party cannot follow a planned route, as the woods are confusing. On each turn roll 1d6:

Roll	Direction
1-2	The party wanders at 45° to the left of their chosen route.
3-4	They go where they intend.
5-6	They wander at 45° to the right of their chosen route.

The lawns are not difficult to cross; characters may go anywhere on them without difficulty and without becoming lost. As in the woodland, the paths cannot be seen unless followed or crossed. Despite their neat appearance, the lawns are never cut, but, like all else here, grow under the direction of the songs of the Green Man persuaded by to become the keeper of the garden.

The garden inhabitants, including a pair of rarely seen lovers, are potentially hostile to any intruders. If the party does no harm, they meet nothing worse than extreme indifference—though some inhabitants attack on sight or under certain circumstances (left to the DM's imagination). Any form of aggression (physical or verbal) or any hint that the party has come to take away the two lovers results in an assault by the inhabitants. Under no circumstances can the garden's inhabitants (including those *charmed* by the fountain *All Heal*) be persuaded, *charmed*, hypnotized, or controlled into betraying the two lovers they believe to be Caerwyn and Porpherio reborn. During conversation with some of the more garrulous creatures (for example the leprechauns), hints may be dropped that somewhere there is a palace. The Palace of Spires once stood as the residence of Caerwyn and Porpherio in the



garden, but now exists as their tomb in a parallel dimension. It may only be reached via the tele-port mechanism in the garden maze.

Not all the garden denizens were present in Porpherio's time. A treant has made a home here (although how it managed to gain access to the garden is a mystery to the other inhabitants) and the Green Man now tends the plants and animals at Porpherio's behest. Two human adventurers, Hamish and Argus, managed to enter the garden, drank from the fountain *All Heal* and so resolved to remain.

Should the party indulge in combat in the garden, there is a chance that the Green Man will appear. If the party kills anything, the odds of his appearance are one in six.

Generally, the garden inhabitants will not attack druids or nonevil elves unless attacked by them. Though the various creatures refrain from attacking, certain other classes are less restrained.

Portable Bridge

XP Value: 10,000

GP Value: 50,000

The Complete Wizard's Handbook

This is a bridge that can be folded up and carried in a pocket. When unfolded, the bridge can span a river or chasm without the use of pillars or other supports. The portable bridge is as strong as a bridge made of stone.



Portable Hole

XP Value: 5,000

GP Value: 50,000

DUNGEON MASTER Guide

A portable hole is a circle of magical cloth spun from the webs of a phase spider and interwoven with strands of ether and beams of Astral Plane luminaries. When opened fully, a *portable hole* is 6 feet in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional hole 10 feet deep to come into being. This hole can be "picked up" from inside or out simply by taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only oxygen in the hole is that allowed by creation of the space, so creatures requiring the gas cannot remain inside for more than a turn or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space, and the bag and the cloth are sucked

into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to another plane, and the hole, bag, and any creatures within a 10-foot radius are drawn to the plane, the *portable hole* and *bag of holding* are destroyed in the process.

Portable Shadow

XP Value: 1,000

GP Value: 7,000

The Complete Ranger's Handbook

Similar in appearance to a portable hole, a *portable shadow* resembles a gauzy black circle about 10 feet in diameter that can be folded up into a packet about 6 inches square. When unfolded and laid on any horizontal surface, the *portable shadow* looks like any normal area of shade, as dark as a shadow cast by a tree or another solid object under a midday sun. This magical item is useful for concealment and makes as good a hiding place as any naturally shaded area; rangers, thieves, and others have their normal chance of hiding in shadows when standing in a *portable shadow*. The shadow can be picked up by lifting the edge and folding it like a tablecloth.

Dungeon Masters should use common sense adjudicating the use of a *portable shadow*. If a character attempts to use it to hide in shadow while crossing a featureless plain, the presence of a "black hole" attached to nothing is more likely to attract attention than to divert it. However, it can provide a shady place to cool off, away from the desert sun.

Portable Spring

XP Value: 2,500

GP Value: 12,500

Secrets of the Lamp

This blue piece of cloth becomes a bubbling spring, pouring forth 100 gallons of water a day whenever it is placed on the ground. Like a *portable hole*, the spring can be picked up and moved as a piece of cloth, allowing the spring to travel with the owner.

Postern-1

See Diving Bell

Pot of Plant Protection

XP Value: 200

GP Value: 1,000

DRAGON Magazine 73

This is a simple clay plant pot (size varies). Any insect entering the pot, or alighting on a plant

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growing in the pot, dies if it is of a species harmful to that plant. *Pots of plant protection* are usually found in groups of 1d4, never singly.

Potion

Potions are typically found in ceramic, crystal, glass, or metal flasks or vials (though you can change this, if you want). Flasks and other containers generally contain enough fluid to provide one person with one complete dose to achieve the effects described for each potion below.

Opening and drinking a potion has an initiative modifier of 1, but the potion doesn't take effect until an additional initiative modifier delay of 1d4+1 has passed. Only then do the full magical properties of the potion become evident. Magical oils are poured over the body and smeared appropriately; this imposes a speed factor delay of 1d4+1. Potions can be compounded by wizards at relatively low cost. However, they must have a sample of the desired potion to obtain the right formula. Furthermore, ingredients tend to be rare or hard to come by. This aspect of potions, as well as the formulation of new ones by players, is detailed in the Spell Research rules in the *DMG*.

Roll	Potion Type
01-10	Brew
11-20	Concoction
21-30	Cordial
31-40	Elixir
41-50	Extract
51-60	Kourmiss
61-70	Mixture
71-80	Philter
81-90	Potion
91-00	Tonic

Identifying Potions: Generally, potion containers should bear no identifying marks, so the PCs must sample each container to find the nature of the liquid inside. However, even a small taste should suffice to identify a potion in some way. Introduce different sorts of potions, both helpful and harmful, to cause difficulties in identification. In addition, the same type of potion, when created in different labs, might smell, taste, and look differently.

Combining Potions: The magical mixtures and compounds that make up potions are not always compatible. The compatibility of potions

is tested whenever two potions are actually intermingled, or a potion is consumed by a creature while another such liquid, already consumed, is in effect.

Permanent potions have an effective duration of one turn for mixing purposes. If you drink another potion within one turn of drinking one with Permanent duration, check on the Potion Compatibility Table. The exact effects of combining potions can't be calculated, because of differences in formulae, fabrication methods, and component quality employed by various wizards. Therefore, it is suggested that the following table be used, with the following exceptions:

- *Delusion potions* mix with anything.
- *Treasure finding potions* always yield a lethal poison.

Secretly roll 1d100 for potion compatibility giving no clues until necessary. The effects of combining specific potions can be preset as a plot device at your option.

Roll	Result
01	Explosion. If two or more potions are swallowed together, internal damage is 6d10 points. Anyone within a 5' radius takes 1d10 points of damage. If the potions are mixed externally (in a beaker, say), all within 10' radius suffer 4d6 points of damage, no saving throw.
02-03	Lethal poison results. Imbiber is dead. If externally mixed, a poison gas cloud of 10' diameter results. All within the cloud must roll successful saving throws vs. poison or die. (A <i>treasure finding potion</i> always creates a lethal poison when combined with another potion.)
04-08	Mild poison causes nausea and the loss of 1 point each of Strength and Dexterity, no saving throw. One potion is canceled and the other is at half strength and duration. (Randomly decide which is canceled.)
09-15	Potions can't be mixed. Both potions are totally destroyed—one cancels the other.
16-25	Potions can't be mixed. One potion is canceled, but the other remains normal (random selection).
26-35	Potions can't be mixed. Both potions function at half normal efficacy.

- 36-90 Potions can be mixed and work normally, unless their effects are contradictory (*diminution* and *growth*, for example, simply cancel each other). (A *delusion* potion can be mixed with all other potions.)
- 91-99 Compatible result. One potion (randomly selected) has 150% its normal efficacy. The DM can rule that only the duration of the augmented potion is extended.
- 00 Discovery. The mixing of the potions creates a special effect—only one of the potions functions, but its effects upon the imbiber are permanent. (Note that some harmful side effects could well result from this, at the DM's discretion.)

Potion Duration: Unless otherwise stated, the effects of a potion last for four complete turns plus 1d4 additional turns (1d4+4).

In Kara-Tur: Potions in the Land of Fate are usually found in small crystal bottles, slightly pyramid-shaped in that the base is wider than the mouth. The mouth is stoppered with crystal, and sealed with wax. The bottles are heavy and quite resilient, and gain a +2 on saving throws against crushing blows. In addition, these bottles are often labeled to indicate their contents. As an option, the DM may on the following table to determine if the bottle is labeled and labeled correctly:

Roll	Label
1-2	Bottle is labeled correctly.
3-5	Bottle is unlabeled.
6	Bottle is labeled incorrectly.

For incorrectly-labeled bottles, the DM may roll again on the chart to determine the incorrect label, and note it accordingly in his or her own notes. An Intelligence check may indicate to a player character that a bottle may be mislabeled, but only if the character has encountered that form of potion before ("It looks cloudier than any *extra-healing potion* you've ever seen . . .").

In a DARK SUN® Campaign: Potions come in the form of magical fruits or berries. The juices of the fruit hold the magical properties of the potion and the fruit must be eaten to release the

magical effect. On Athas, potions are never found as fluids in flasks or vials.

Any juicy berry or fruit may be enchanted with a potion. Since the juice itself holds the potion, drier fruits such as dates cannot be so enchanted. The type of fruit chosen to house the potion has no effect; any fruit can contain any potion.

Any potion, elixir, philter, or oil can be enchanted into a fruit. On Athas, these may be referred to as potions or fruits, interchangeably (a *potion of giant strength* is the same as a *fruit of giant strength*).

Once the skin of the fruit is broken, it must be eaten within one turn or the potion's magic is lost. Whereas normal fruits may only remain ripe for a few days or weeks before they begin to rot, potion fruits have their period of ripeness greatly extended. Once enchanted with a potion, a fruit remains ripe for 99 years. After that time, the enchantment fades and the fruit rots normally. The entire fruit must be eaten to gain the effect of the potion. This takes an entire round.

Fruits that are enchanted with oil or salve magic must be crushed and the juice allowed to run over the user, which takes two rounds.

Potion fruits cannot be identified by taste. A *detect magic* spell can identify a fruit or tree as magical, but only *identify* or similar magic provides a positive identification.

Potion fruits can be combined. Different potion fruits eaten concurrently all have their effects on the consumer. Potion fruit duration is 4+1d4 turns unless otherwise stated in the description.

of Absorption

XP Value: 700

GP Value: 1,200

POLYHEDRON Newszine 65

This powerful concoction protects the drinker from one specific kind of energy or attack form for six rounds per draft. The drinker swallows the potion and concentrates on a particular type of attack, such as fire, and the potion's effects allows the character to ignore 20 points of fire damage per round for six rounds. These potions are usually found in flasks that contain four doses. The type of attack named must be specific. For example "melee attack" is too general, but "blunt attack," or "slicing attack" are specific enough to work.

Potion of Advanced Meditation

XP Value	GP Value
Normal: 300	700
Special: 400	850

POLYHEDRON Newszine 65

A psionic character imbibing this potion gains a +2 on all Power Scores in the primary discipline and a +1 to all Power Scores in other disciplines for 1d8+4 rounds. A rare 5% of these potions also negate the ill effects of rolling a natural 20 on a power check. These potions are useless to non-psionic characters.

Potion of Agility

XP Value: 500	GP Value: 900
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DUNGEONS & DRAGONS® Rules Cyclopedia

The user's Dexterity score becomes 18, and all applicable bonuses are immediately gained. The effect lasts for one turn.

Potion of Aging

XP Value: —	GP Value: 500
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POLYHEDRON Newszine 65

Drinking this potion increases the imbiber's age by 1d20 years, changing ability scores as detailed in the *PHB*.

Potion of Alternate Profession

XP Value: 250	GP Value: 700
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POLYHEDRON Newszine 65

This potion allows the drinker to temporarily gain the 1st level abilities of any class of the character's choosing. This includes abilities such as a priest's to turn undead or a ranger's tracking ability. The duration of the potion is 2d4 turns.

Potion of Ambrosia

XP Value: 200	GP Value: 300
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DUNGEONS & DRAGONS Master Set

This is a *potion of immortality*, but with a short duration. Repeated quaffs are needed to maintain Immortal status. While under the influence of this potion, (lasting 1d4 years), the user does not age and is immune to all ageing attacks.

**Potion of Amalgamous**

XP Value	GP Value
Type I: 1,200	9,350
Type II: 550	900
Type III: 700	1,450

The Secret of Bone Hill

A unique feature of this module was that potions crossed with other potions were featured as the PC rewards. The three resulting potions are listed below.

- **Type I:** *Potion of polymorph self* crossed with a *potion of vampire control*: This one is a real discovery, but when tested it gives no indication of its nature other than a "good feeling," a "warm tingling," or "an unexplained desire." After quaffing this potion, the subject becomes nervous and excitable. He or she wants to do "something" but does not know what, and caution is not exercised by this character. The very next living thing the character mentions, however, is what he or she becomes! (Character classes are not considered "living things" for this purpose. If the next living thing is an elf wizard, the drinker of the potion becomes an elf—but not a wizard.) The effect lasts for 2d6 days. Objects worn are allowed a save of 12 or better or they become part of the *polymorph*, unless the altered form is one that wears simi-

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lar gear under normal circumstances. The *polymorphed* form still has the same mind, but the abilities could be radically changed. If no form is seen within 24 hours of game time no transformation occurs.

- **Type II:** *Potion of gaseous form* crossed with a *potion of invisibility*: Testing this liquid produces translucence in the entire figure. If the entire potion is consumed, the figure becomes gaseous and then vanishes. His or her items will become gaseous as well. Obviously, he or she cannot communicate at all in this state. Vision is likewise slightly obscured. Hearing is quite impossible. Only taste and smell are fully activated. A vague sense of touch, especially temperature sensitivity, does exist. The character has a MV rate of 9, slightly slower if penetrating a small hole, cracks under a door, or other small spaces. After 20 rounds the *invisibility* wears off and the cloud is visible. The cloud remains gaseous for a further eight turns. The cloud can be damaged by lightning and magical fire, and a whirlwind does double damage.
- **Type III:** *Potion of longevity* crossed with a *potion of speed*: A test sample produces a craving for the rest unless a save vs. poison is made. If the save is successful, the character talks rapidly for a few minutes but feels terribly robust and hardy. The full potion causes the character to become five years younger while being able to move at a 50% bonus for 30 rounds. The character must also, however, suffer two system shock rolls. If either check fails the character takes 2d10 points of immediate damage.

of Animal Control

XP Value: 250

GP Value: 400

DUNGEON MASTER Guide

This potion enables the imbiber to empathize with and control the emotions of animals of one type—cats, dogs, horses, etc. The number of animals controlled depends upon size: 5d4 animals the size of giant rats; 3d4 animals of about human size; or 1d4 animals weighing about ½-ton or more. The type of animal that can be controlled depends upon the potion, as indicated by a 1d20 die roll.

Roll	Animal Type
01–04	Mammal
05–08	Avian
09–12	Reptile/Amphibian

13–15	Fish
16–17	Mammal/Avian
18–19	Reptile/Amphibian/Fish
20	All of the above

Animals with Intelligence of 5 (low Intelligence) or better are entitled to a saving throw vs. spell. Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can humans, demihumans, or humanoids.

Antidote

XP Value: 200

GP Value: 400

DUNGEONS & DRAGONS Rules Cyclopedia

The user becomes completely immune to certain poisons and gains a +2 bonus to all saving throws vs. poison. The weakest type of antidote protects against the poisons of all creatures with 3 Hit Dice or less; stronger antidotes counteract the poisons of larger creatures. Poisons avoided for the duration of the potion (by successful saving throws) have no effect after the duration ends.

Roll 1d10 to determine what types of poisons the antidote protects against.

Roll Effectuated Poisons

1–4	Poisons from 3-HD (or lesser) creatures
5–7	Poisons from 7-HD (or lesser) creatures*
8–9	Poisons from 15-HD (or lesser) creatures
0	All poisons

*A *potion of poison* is normally treated as poison from a 7-HD monster. The DM can adjust this option as necessary.

of Anti-Magic

XP Value: 800

GP Value: 2,400

POLYHEDRON Newszine 65

When this potion is ingested, it *dispels magic* on the imbiber, negating any spell or magical effect the character may be under. For example, it negates *charms*, *geas*, and *curses*.

Anti-Sleep

XP Value: 350

GP Value: 500

POLYHEDRON Newszine 67

Imbibing this mystical draft makes a creature immune to all magical *sleep* effects for eight hours. The need for normal rest is not negated, however, so a very tired drinker still could fall asleep.

Potion of Arcane Comprehension

XP Value: 400 GP Value: 1,200

DUNGEON Magazine 35

The formula for this magical draft was developed by the alchemist-wizard Jocasta to facilitate the organization of her spell library. It grants the imbiber the ability to *read magic* for as long as the potion lasts, but, more importantly, it enhances a spellcaster's comprehension of all written spells. This allows the user to cast spells from scrolls (or books) or scribe them into a personal spell book without fear of failure due to the level of the spell. This does not, however, allow the user to cast spells inappropriate to class. A typical, single-draft vial of a *potion of arcane comprehension* lasts for 3d10 hours.

Potion of Archmagedom

XP Value: 450 GP Value: 1,200

POLYHEDRON Newszine 65

Similar to a *potion of wizardry*, this grants a wizard a temporary increase of 5 levels for 1d4+2 turns. It improves the effected character's Hit Dice, attack rolls, and saving throws. In addition, it allows the character to cast spells 5 levels higher. The drinker does not gain any additional spells.

Potion of Black Sight

XP Value: 500 GP Value: 900

Vale of the Mage

This potion enables the imbiber to see as well in darkness as in daylight. This does not work in magical darkness. The potion's effects last for 10d8 minutes.

Potion of Blending

XP Value: 300 GP Value: 500

DUNGEONS & DRAGONS Rules Cyclopedia

The user may change at will to any color, pattern, or combination of colors. Only colors can be altered, but all items carried are affected. The user, hidden by this chameleonesque camouflage, can rarely be detected (10% chance) unless the observer can *detect invisible things* or possesses *truesight* (as the priest spell) or a similar ability.

Potion of Blindness

XP Value: — GP Value: 250

POLYHEDRON Newszine 65

When a character quaffs this potion, he or she is *blinded*, per the 2nd-level wizard spell of the same name. Its effects last for 2d4 turns.

**Potion of Bouncing**

XP Value: 250 GP Value: 400

POLYHEDRON Newszine 65

The drinker of this potion begins to *bounce* 1d6+4 feet above the ground with each step taken. The effects of the potion last 1d10+10 turns.

Potion of Bubbles

XP Value: 50 GP Value: 250

POLYHEDRON Newszine 65

Upon consuming this potion, the imbiber begins to spew forth a mass of bubbles. If the imbiber closes his or her mouth, the bubbles spew forth from the ears and nose. The duration of the potion is one week, and during that time the affected character makes all attacks and saving throws at -2.

of Chameleon Power**XP Value:** 350**GP Value:** 700

POLYHEDRON Newszine 65

This small potion appears to contain a swirling mass of colors. When quaffed, it causes the drinker to blend into the background for 1d4 turns. If the character remains immobile, there is only a 10% chance of being seen. However, if the character moves, that chance increases to 30%. A *detect invisibility* spell cannot reveal someone using a *chameleon power potion*.

of Childishness**XP Value:** —**GP Value:** 400

POLYHEDRON Newszine 65

A character drinking this *curse* potion regresses physically into the body of a child, age five. The character remains unchanged intellectually, and all equipment and clothing are left at adult size. The potion's effects on the character are permanent unless a *restoration* spell is cast within three weeks, otherwise only a *wish* can restore the character.

of Clairaudience**XP Value:** 250**GP Value:** 400

DUNGEON MASTER Guide

This potion empowers the creature drinking it to *hear* as the 3rd-level wizard spell of the same name. However, the potion can be used to *hear* even in unknown areas within 30 yards. Its effects last for two turns.

of Clairvoyance**XP Value:** 300**GP Value:** 500

DUNGEON MASTER Guide

This potion empowers the individual to see as the 3rd-level wizard spell, *clairvoyance*. It differs from the spell in that unknown areas up to 30 yards distant can be *seen*. Its effects last for one turn.

of Clarity**XP Value:** 550**GP Value:** 1,100

POLYHEDRON Newszine 65

This potion works on the character drinking it as the 6th-level wizard spell *true seeing*, granting that ability for 1d6 turns. The potion also negates the effects of a *feeblemind* spell.

Clay**XP Value:** 900**GP Value:** 2,700

POLYHEDRON Newszine 65

The imbiber of this potion, along with all clothing and all items worn, turns into soft sculpting clay for two turns. During this time, the clay can be sculpted by anyone, thereby changing the imbiber's appearance. When the potion's duration expires, the drinker turns back to flesh and any changes made to the clay now a permanently fixed—whether the changes were to body or clothing. Only a *wish* can restore the character's original appearance.

Clean And Dry**XP Value:** 100**GP Value:** 250

POLYHEDRON Newszine 65

When this potion is quaffed, the imbiber's body, clothing, and equipment become instantly clean and dry—as if after a bath and a thorough steam-cleaning of possessions.

Clearwater**XP Value:** 200**GP Value:** 300

BLACKMOOR

Removes all salt from water in a 10-foot globe around the point of release.

of Climbing**XP Value:** 300**GP Value:** 500

DUNGEON MASTER Guide

Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A *climbing potion* is effective for one turn plus 5d4 rounds. The base chance of slipping and falling is 1%. Make a percentile check at the halfway point of the climb—01 means the character falls. For every 100 pounds carried by the character, add 1% to the chance of slipping. If the climber wears armor, add the following to the falling chance:

	Chance to Fall
Armor	
Studded leather	1%
Ringmail	2%
Scale mail	4%
Chain mail	7%
Banded or splinted armor	8%
Plate mail	10%
Field plate	10%
Full plate	12%
Magical armor, any type	1%

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Potion of Controlling Damage**XP Value:** 400**GP Value:** 2,000

Mordenkainen's Fantastic Adventure

This potion is usable by all classes. When imbibed, the effects are realized immediately. Damage to the user is lessened by 2 points per Hit Die of any damage dealt after drinking the potion, including damage from spells, weapons, falling, etc. When damage caused by combat is given in "points," the potion negates one-third of the total. The duration is 3d8 rounds.

Potion of Cold Resistance**XP Value:** 250**GP Value:** 500

POLYHEDRON Newszine 65

Drinking this potion gives an individual magical invulnerability to all forms of normal cold, such as snow, ice, and arctic winds. In addition, it gives resistance to the cold generated by spells such as *ice storm*, *wall of ice*, and *cone of cold*, and it offers resistance from icy dragon breath—all damage from such attacks are -2 per each die of damage (minimum 1 point of damage per die). The potion's duration is 1d4+4 turns.

Potion of Confusion**XP Value:** —**GP Value:** 250

POLYHEDRON Newszine 65

The imbiber of this potion instantly becomes confused for 1d4+4 rounds and does one of the following (roll 1d4):

Roll Effect

- 1 Stand still and do nothing.
- 2 Attack the nearest creature.
- 3 Give away weapon or favorite magical item.
- 4 Wander off in a daze.

Potion of Contact Disruption**XP Value:** 400**GP Value:** 800

POLYHEDRON Newszine 65

When consumed, this potion removes one tangent gained by a psionicist who is attempting to establish contact with the imbiber. For example, if the imbiber is under a two-finger contact, it is reduced to a one-finger contact. The potion lasts 1d4 rounds, and it eliminates one tangent each round.

**Potion of the Corrosive Touch****XP Value:** 700**GP Value:** 1,200

POLYHEDRON Newszine 65

This mixture gives the drinker the ability to dissolve material with a touch of the hands. Once activated, the *corrosive touch* remains for 2d12 rounds whether the affected character wants it to or not. The character can dissolve 1 cubic foot of nonliving material such as soft stone or wood per round if actively trying to touch as much material as possible. This ability can be used to cut holes in walls, sculpt statues, create handholds in sheer cliffs, and so forth. Tougher materials, such as gemstones, hard rock, or metal, dissolve at half the rate, and acid-resistant materials, such as ceramics or crystal dissolve at one quarter the rate. Involuntary *corrosive touches* dissolve 1 to 4 cubic inches of material depending on its strength. Enchanted items gain a saving throw vs. acid. *Corrosive hands* are deadly in combat, inflicting 1d8 points of damage per hit.

Potion of Craftsmanship**XP Value:** 400**GP Value:** 800

POLYHEDRON Newszine 65

These potions, created by the gnomish wizard Fip Cranktip, improve a character's nonweapon proficiencies. The imbiber quaffs the potion while thinking about a particular skill, and the potion grants a 20 in the ability score in that skill for 24 hours. Multiple *craftsmanship* potions can be consumed without fear. However, each potion imbibed produces a side effect, which also lasts 24 hours. Roll on the table below to figure out the side effect for the character:

Roll	Effect
01-16	Grows chicken feathers.
17-24	Gains <i>X-ray vision</i> .
25-31	Facial hair turns green.
32-37	Goblinoids of the opposite sex are attracted to the user.
38-45	Glow in the dark.
46-55	Shrinks to 50% of normal height.
56-60	Transported to the Ethereal Plane.
61-67	Continuously bloated with and releasing air.
68-78	Turns into a 4-foot-long, yellow butterfly with human hands.
79-94	Gains 20 pounds.
95-00	Roll twice more, ignoring this result after that.

Potion of Creation**XP Value:** 250**GP Value:** 400

POLYHEDRON Newszine 65

This potion does nothing if ingested. However, if it is poured on the ground, it creates a permanent object. The object is most often the one pictured on the potion's container. The majority of these potions create furniture, shields, ladders, and other nonmagical items.

Potion to Cure Disease**XP Value:** 400**GP Value:** 750

DRAGON Magazine 2

This potion acts as the priest spell *cure disease*.

Potion of Curing Lycanthropy**XP Value:** 250**GP Value:** 2,000

POLYHEDRON Newszine 82

Drinking this rare potion cures the imbiber of any form of lycanthropy. If the imbiber does not suffer from lycanthropy, a saving throw vs. poison must be made or the character falls unconscious for 1d4 turns due to the potent ingredients in the liquid.

Potion of Danger Detection**XP Value:** 250**GP Value:** 600

POLYHEDRON Newszine 65

This powerful elixir is effective for 1d4+4 turns. It enables the character drinking it to detect anything representing immediate or potential danger within 100 feet indoors and 100 yards outdoors. It *detects* traps, vipers, or any objects or creatures threatening the user. The imbiber can detect dangers that are *invisible*, ethereal, astral, out of phase, hidden, or disguised. The user feels a tingling at the back of the neck when faced with a danger. However, the exact nature of the danger is not revealed. For example, while the user can detect a dangerous trap, the type of trap cannot be discerned.

Dark Draft of the Voodoo Masters**XP Value:** 600**GP Value:** 2,400

POLYHEDRON Newszine 65

This four-dose potion was created by savage wizards practicing voodoo. Unlike other elixirs, a *dark draft* is meant to be mixed with other potions. The user must mix $\frac{1}{4}$ of this potion with any other magical potion. Also, a fingernail, lock of hair, or other bit of organic matter from the intended target must be added to the concoction. When consumed, the drinker thinks of an intended target, and if that target is within 50 miles, the potion takes effect on that person. The victim is not allowed a saving throw. For example, a character who mixed a *dark draft* potion with an *elixir of madness* can inflict *madness* upon the target. A *dark draft* does not work with poisons or nonmagical oils.

Potion of Deafness**XP Value:** —**GP Value:** 800

POLYHEDRON Newszine 65

This potion affects the character drinking it as the 2nd-level wizard spell of the same name. However, the saving throw allowed is vs. poison instead of spell. Its effects last for 1d4 turns.

of Defense

XP Value	GP Value
+1: 200	1,000
+2: 400	2,000
+3: 600	3,000
+4: 800	4,000
+5: 1,000	5,000

DUNGEONS & DRAGONS Rules Cyclopedia

The user gains a bonus to Armor Class, which lasts for one turn only. Roll 1d10 to find the power of the potion.

Roll	Defense Value
1-3	+1
4-5	+2
6-7	+3
8-9	+4
10	+5

of Deftness

XP Value	GP Value
Dex 17: 500	800
Dex 18: 700	1,000
Dex 19: 900	1,200
Dex 20: 1,000	1,300
Dex 21: 1,200	1,500

POLYHEDRON Newszine 65

This family of five *potions* is sought after by those who need extra quickness. The potions increase Dexterity to various levels. Consult the table below.

Dexterity	Duration
Dex 17	1 day
Dex 18	12 hours
Dex 19	9 hours
Dex 20	6 hours
Dex 21	2 hours

of Delusion

XP Value: — GP Value: 150

DUNGEON MASTER Guide

This potion affects the mind of the character so that he or she believes the liquid is some other potion (*healing*, for example, is a good choice—damage is “restored” by drinking it, and only death or rest after an adventure reveals that the potion only caused the imbibor to believe it was beneficial). If several individuals taste this potion, it is 90% probable that they all agree it is the same potion (or whatever type the DM selects).

of Digestion

XP Value: 200 GP Value: 500

POLYHEDRON Newszine 65

The character consuming this potion immediately finds all organic substances appetizing. Furthermore, the user can digest any organic substance with no ill effects. This concerns only digestion, so while a plank of wood can provide nourishment, the character must break it into pieces before he can swallow it. The duration is 1d4 days.

of Digging

XP Value: 400 GP Value: 1,200

POLYHEDRON Newszine 65

This potion enables the drinker to dig through dirt, rock, or stone with bare hands. In this manner, the individual can travel through the ground—at normal movement rates—by creating a tunnel roughly his or her own size. However, any tunnel the digger creates has an 80% chance of collapsing behind the user. While this could be useful in undermining castle walls, it means that other characters are taking a risk if they choose to follow the digger. As long as the digger keeps moving, it is assumed there is an air pocket surrounding the character. However, if he or she pauses for more than three rounds or encounters a mishap, such as running into an underground lake, the character's air supply rapidly disappears. A single potion lasts for 1d4+4 turns.

of Diminution

XP Value: 300 GP Value: 500

DUNGEON MASTER Guide

After drinking this potion, the individual (and everything carried or worn) diminishes in size—to as small as 5% of normal. The percentage of the potion consumed determines the amount a character shrinks. For example, if 40% of the contents are swallowed, the person shrinks to 60% of normal size. The effects of this potion last for six turns plus 1d4+1 turns.

of Direction

XP Value: 350 GP Value: 800

DRAGON Magazine 91

The effects of this drink last much longer than most potions, continuing for 12d4 hours. Consumption of this potion enables a character to retrace a path over any solid terrain, in effect preventing the character from getting lost. If a *maze*

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spell is cast at a person under the influence of this potion, the user re-emerges from the *maze* after only one round. If the reversed form of *find the path* is cast at such a character, the spell and potion cancel each other out; the potion is neutralized, and the spell does not take effect.

This potion does not have the same effect as *find the path*, in that it does not provide clues to the shortest path to a desired location. Note that the user is only able to retrace a path traveled from the moment the drink is consumed to the moment the drink wears off. Any distance covered before or after that is not automatically recalled. Once the potion wears off, the enhanced memory of the terrain is forgotten; one must then rely on a map of the area to successfully retrace the path.



of the Dracolich

XP Value: 1,000

GP Value: 2,500

FORGOTTEN REALMS® MC Appendix

The creation of a dracolich is a complex process involving the transformation of an evil dragon by arcane, magical force. The most notorious practitioners of these magical arts are the members of the Cult of the Dragon. The process is usually a cooperative effort between the evil dragon and the wizards, but especially powerful wizards have

been known to coerce an evil dragon to undergo the transformation against its will.

Any evil dragon is a possible candidate for transformation, although old dragons or older with spell-casting abilities are preferred. Once a candidate is secured, the wizards first prepare the dragon's host, an inanimate object that is to hold the dragon's life force. The host must be a solid item of not less than 2,000 gp value, and resistant to decay (wood, for instance, is unsuitable). A gemstone is commonly used for a host, particularly ruby, pearl, carbuncle, and jet, and is often set in the hilt of a sword or other weapon. The host is prepared by casting *enchant an item* upon it and speaking the name of the evil dragon; the item may resist the spell by successfully saving vs. spell as an 11th-level wizard. If the spell is resisted, another item must be used for the host. If the spell is not resisted, the item can then function as a host. If desired, *glassteel* can be cast upon the host to protect it.

Next, a special potion is prepared for the evil dragon to consume. The exact composition of the potion varies according to the age and type of the dragon, but it must contain precisely seven ingredients, among them a *potion of evil dragon control*, a *potion of invulnerability*, and the blood of a vampire. When the evil dragon consumes the potion, the results are determined as follows (roll percentile dice):

Roll	Result
01-10	No effect.
11-40	Potion does not work. The dragon suffers 2d12 points of damage and is helpless with convulsions for 1d2 rounds.
41-50	Potion does not work. The dragon dies. A full <i>wish</i> or similar spell is needed to restore the dragon to life; a <i>wish</i> to transform the dragon into a dracolich results in another roll on this table.
51-00	Potion works.

If the potion works, the dragon's spirit transfers to the host, regardless of the distance between the dragon's body and the host. A dim light within the host indicates the presence of the spirit. While contained in the host, the spirit cannot take any actions; it can neither be contacted nor attacked by magic. The spirit can remain in the host indefinitely.

Once the spirit is contained in the host, the host

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must be brought within 90 feet of a reptilian corpse; under no circumstances can the spirit possess a living body. The spirit's original body is ideal, but the corpse of any reptilian creature that died or was killed within the previous 30 days is suitable.

The wizard who originally prepared the host must touch the host, cast a *magic jar* spell while speaking the name of the dragon, then touch the corpse. The corpse must fail a saving throw vs. spell for the spirit to successfully possess it; if it saves, it never accepts the spirit. The following modifiers apply to the roll:

- 10 If the corpse is the spirit's own former body (which can be dead for any length of time).
- 4 If the corpse is of the same alignment as the dragon.
- 4 If the corpse is that of a true dragon (any type).
- 3 If the corpse is that of a fire drake, ice lizard, wyvern, or fire lizard.
- 1 If the corpse is that of a dracolisk, dragonne, dinosaur, snake, or other reptile.

If the corpse accepts the spirit, it becomes animated by the spirit. If the animated corpse is the spirit's former body, it immediately becomes a dracolich; however, it does not regain the use of its voice and breath weapon for another seven days (note that it is not able to cast spells with verbal components during this time). At the end of seven days, the dracolich regains the use of its voice and breath weapon.

If the animated corpse is not the spirit's former body, it immediately becomes a protodracolich. A protodracolich has the mind and memories of its original form, but has the hit points and immunities to spells and priestly turning of a dracolich. A protodracolich can neither speak nor cast spells further, it cannot cause chilling damage, use a breath weapon, or cause fear as a dracolich. Its Strength, movement, and Armor Class are those of the possessed body.

To become a full dracolich, a protodracolich must devour at least 10% of its original body. Unless the body has been dispatched to another plane of existence, a protodracolich can always sense the presence of its original body, regardless of the distance. A protodracolich tirelessly seeks out its original body to the exclusion of all

other activities. If its original body has been burned, dismembered, or otherwise destroyed, the protodracolich need only devour the ashes or pieces equal to or exceeding 10% of its original body mass (total destruction of the original body is possible only through use of a *disintegrate* or similar spell; the body could be reconstructed with a *wish* or similar spell, so long as the spell is cast in the same plane as the disintegration). If a protodracolich is unable to devour its original body, it is trapped in its current form until slain.

A protodracolich transforms into a full dracolich within seven days after it devours its original body. When the transformation is complete, the dracolich resembles its original body; it can now speak, cast spells, and employ the breath weapon of its original body, in addition to having all of the abilities of a dracolich.

The procedure for possessing a new corpse is the same as explained above, except that the assistance of a wizard is no longer necessary (casting *magic jar* is required only for the first possessions). If the spirit successfully repossesses its original body, it again becomes a full dracolich. If the spirit possesses a different body, it becomes a protodracolich and must devour its former body to become a full dracolich.

A symbiotic relationship exists between a dracolich and the wizards who create it. The wizards honor and aid their dracolich, as well as providing it with regular offerings of treasure items. In return, the dracolich defends its wizards against enemies and other threats, as well as assisting them in their various schemes. Like dragons, dracoliches are loners, but they take comfort in the knowledge that they have allies.

of Dragon Breath

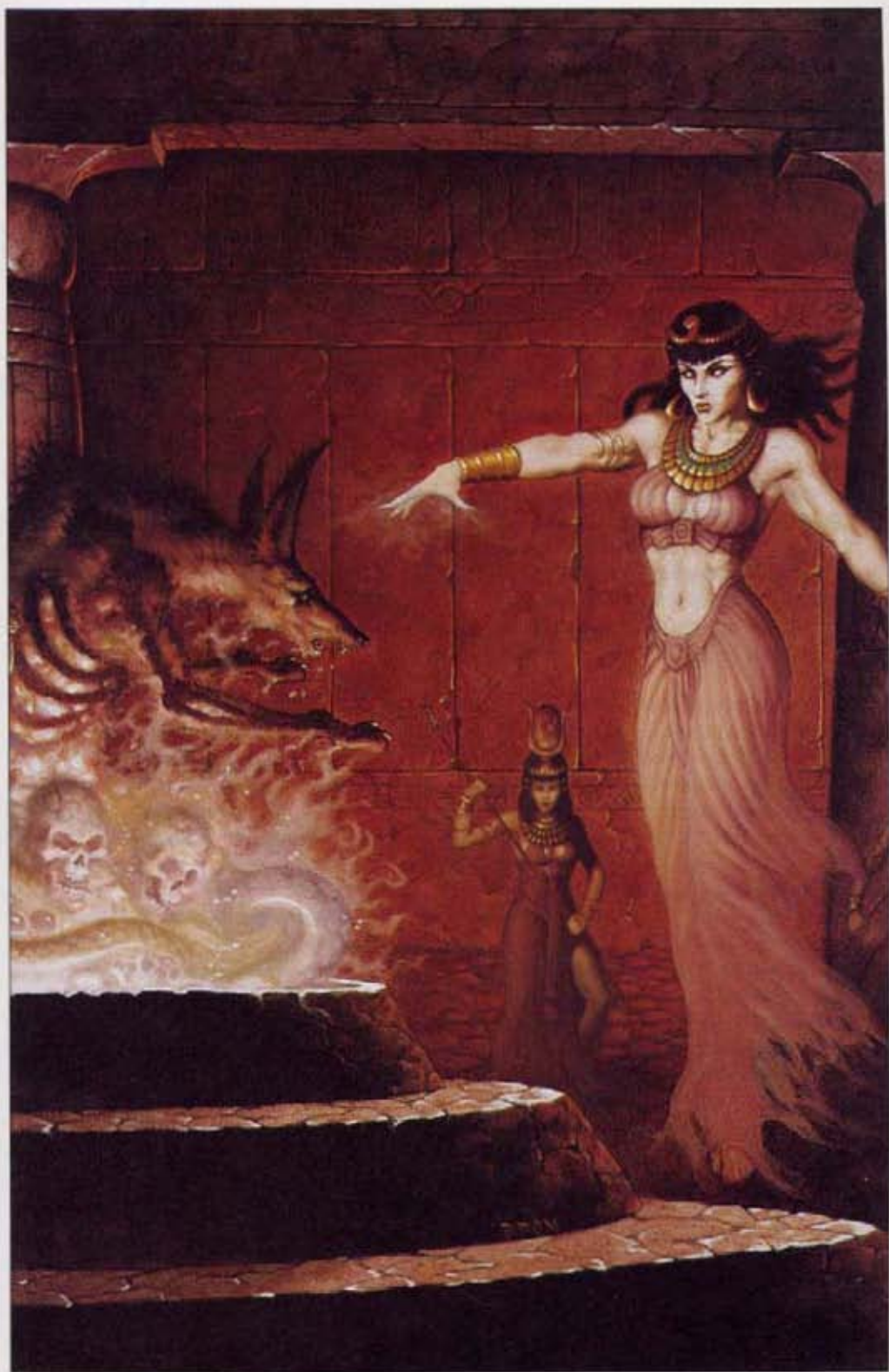
XP Value: 500

GP Value: 1,400

Draconomicon

There is a formulation of this potion corresponding to each of the major races of dragonkind. Thus, there are 23 types of *potions of dragon breath*, including amethyst, black, blue, brass, bronze, brown, cloud, copper, crystal, deep, emerald, gold, green, mercury, mist, red, sapphire, shadow, silver, steel, topaz, white, and yellow.

If a dragon drinks a full draft of one of these powerful potions, it can immediately use the breath weapon attack of the corresponding type



of dragon. The damage inflicted is that of a dragon one age category lower than the drinker. (For example, an adult green drinks a *potion of red dragon breath*. It is able to breathe flame inflicting the same damage as a young adult red—10d10+5 points of damage.) This newly gained breath weapon is in addition to the dragon's own breath weapon.

The formulations of these potions are very tricky, and it's very easy to make a mistake. To reflect this, there's a 20% chance that any given potion is defective. A defective potion can be:

Roll	Effect
01-50	Totally Ineffective.
51-75	Poisonous. Roll a successful saving throw vs. poison or suffer 3d20 points of damage.
76-00	Catastrophic Failure. This horrible consequence means that the first time the dragon tries to use its newly gained breath weapon, the attack form is triggered internally, inflicting the full damage on the breathing dragon (no saving throw allowed).

The effects of a *potion of dragon breath* last 1d4 hours, or until the drinker has exhausted the newly gained breath weapon. These potions are highly toxic to nondragons (roll a successful saving throw vs. poison with a -4 penalty, or die horribly in 1d4 rounds).

of Dragon Control

XP Value: 700 GP Value: 7,000

DUNGEON MASTER Guide

This potion enables the individual drinking it to cast what is, in effect, a *charm monster* spell upon a particular dragon within 60 yards. The dragon is entitled to a saving throw vs. spell, but with a -2 penalty. Control lasts for 5d4 rounds.

There are various sorts of dragon potions, as shown below:

Roll	Dragon Type
01-02	White Dragon Control
03-04	Black Dragon Control
05-07	Green Dragon Control
08-09	Blue Dragon Control
10	Red Dragon Control
11-12	Brass Dragon Control

13-14	Copper Dragon Control
15	Bronze Dragon Control
16	Silver Dragon Control
17	Gold Dragon Control
18-19	Evil Dragon Control
20	Good Dragon Control ¹

¹ Black, Blue, Green, Red, and White.

² Brass, Bronze, Copper, Gold, and Silver.

In a DRAGONLANCE Campaign: *Potions of dragon control* do not exist on Ansalon.

of Dragon Control II

XP Value: 700 GP Value: 7,000

Oriental Adventures

While *potions of dragon control* do exist in the lands of Kara-Tur, they do not affect the same types of dragons as those listed in *potion of dragon control I*. Instead, use the table below to determine the dragon affected:

Roll	Potion
01-02	Chiang Lung Control
03-04	Pan Lung Control
05-07	Yu Lung Control
08-09	Shen Lung Control
10	Li Lung Control
11-12	Mist Dragon Control
13-14	Cloud Dragon Control
15	Lung Wang Control
16-17	T'ien Gold Dragon Control
18-19	Evil Dragon Control
20	Good Dragon Control

of Dragon Control III

XP Value: 700 GP Value: 7,000

DUNGEONS & DRAGONS Rules Cyclopedia

There are several different types of this potion, one corresponding to each dragon type. The user may control up to three small dragons at once, but the dragons do get saving throws. Large and huge dragons are not affected by these potions. The controlled dragons do whatever is commanded of them except cast spells. They are hostile when the control ends. Roll 1d20 to find the type of dragons affected.

Roll	Dragon Controlled
01-05	White (or Crystal)
06-10	Black (or Onyx)
11-14	Green (or Jade)

Roll Dragon Controlled

15-17 Blue (or Sapphire)

18-19 Red (or Ruby)

20 Gold (or Amber)

The DM can roll 1d100, and on 01-30 the potion actually affects the gemstone dragon equivalent (crystal instead of white, onyx instead of black, etc.).

of Dragon Sight**XP Value:** 200**GP Value:** 1,000

Dragon Dawn

This potion bestows excellent *vision* on the imbiber. Under its influence, a character can see for three times the normal range of vision, and can see as well as a dragon at night (treat as *infravision* with twice normal range). While affected by this potion, a character suffers no range penalties for long distance attacks with missile weapons.

Dragon's Blood**XP Value:** 400**GP Value:** 700

DRAGON QUEST® Game

This magical potion is thick and sour tasting. Whether or not it actually has any dragon's blood in it is unknown. When a hero takes a drink of *dragon's blood*, his or her Strength score increases to 18 for one full battle. *Dragon's blood* comes in a bone flask that holds enough liquid for three drinks before it is empty. Any type of hero may use this potion.

of Dreaming**XP Value:** 300**GP Value:** 500

Land of Fate

This potion grants the imbiber a vision of that which he or she most desires. The imbiber drinks the potion before retiring, and names the person, object, or setting sought. That evening, a dream reveals something about the desired—a location, a magical guardian, other individuals nearby, potential dangers, some clue. Only one thing is revealed about a person, object, or setting per dream. Upon awakening, the dream remains in the imbiber's mind so that he or she may use the clues provided there as a guide. A dreamer seeking water may have a marid appear, pointing to the east, where water is in the "waking" world within easy walking distance. A dreamer seeking a lost gem may see a deep cavern, where a great

ghul hunkers over the gem, indicating the creature guarding the gem.

The DM determines the nature of the clue: a direction, a location, or an individual involved in the search in the dream. If no clues are available (DM's decision) or the item searched for is magically protected or not in existence, the individual has instead a vivid nightmare. The DM may feel free to pepper the dream with horrific images, foreboding of doom, and dangers to the dreamer and the dreamer's party.

of Dreamspeech**XP Value:** 800**GP Value:** 1,200

DUNGEONS & DRAGONS Rules Cyclopeda

If the user speaks to one sleeping or paralyzed creature within 30 feet, the creature hears and silently answers as if awake. The user hears the responses by ESP and is able to understand the language used. The creature is not compelled to be truthful. Dead and undead creatures cannot be affected, but cursed sleeping victims are within the power of the potion. The effect lasts for 1 turn only, and it applies to only one sleeping or paralyzed creature.

of Drunkenness**XP Value:** —**GP Value:** 250

DRAGON Magazine 179

Upon imbibing this potion, the individual immediately becomes horribly, totally inebriated. Role-playing aspects of this situation are left to the player and the DM, but in game terms the individual is -4 for all attack rolls as well as all proficiency checks. An Intelligence check is required each time an affected spellcaster attempts to cast a spell to see if it is cast correctly (failure means merely that the spell is lost), and all spells cast have a +2 bonus on saves. The effects last six hours, followed by three hours of splitting headaches (no spellcasting allowed, -1 on attack rolls).

of Elasticity**XP Value:** 300**GP Value:** 800

DUNGEONS & DRAGONS Rules Cyclopeda

The user may stretch his or her body, plus all equipment carried, to nearly any form—flat, long, anything—to a maximum of 30 feet in length or a minimum of 10 inches thick. Items carried cannot be used or dropped unless they are first returned to normal form. While in "stretched" form, the user

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cannot attack or cast spells, but takes half damage from blunt weapons (mace, hammer, giant-thrown boulder, others). The effect lasts for one turn only.



of Elasticity II

XP Value: 300

GP Value: 800

The Complete Wizard's Handbook

A character consuming one dose of this potion is able to stretch his or her legs, arms, neck, or any other appendages up to a distance in feet equal to twice the character's Constitution score; for instance, a character with a Constitution of 15 can stretch up to 30 feet. A character can stretch only one appendage at a time; for instance, one arm, one finger, or just the neck. Whenever any appendage is stretched, a Constitution Check must be made; if it fails, the stress of the stretch causes 1d6 points of damage. The potion lasts for 1d4 turns; during this time, the character can make as many stretches as desired, as long as a check for damage is made for each stretch.

of Elemental Control

XP Value: 600

GP Value: 1,800

Tome of Magic

When this potion is consumed, the imbiber can influence one or two elementals in a manner

similar to a *charm monster* spell. The elementals must be within 60 feet of the imbiber and are allowed a saving throw vs. petrification to avoid the effect. If only one elemental is influenced, it is subject to a -4 penalty on its save. If two are influenced, their saving throws gain a +2 bonus because the effect of the potion is weakened.

If either elemental is controlled by another wizard, it gains a +2 bonus to its saving throw. Note that if the elemental was summoned by the 5th-level *conjure elemental* spell, the summoner has a 50% chance of dispelling the creature. Control lasts for 5d6 rounds.

The type of elemental subject to a particular potion is randomly determined.

Roll Elemental Type

- | | |
|---|-------|
| 1 | Earth |
| 2 | Air |
| 3 | Fire |
| 4 | Water |

of Elemental Form

XP Value: 400

GP Value: 700

DUNGEONS & DRAGONS Rules Cyclopedia

There are four types of this potion: Earth, Air, Fire, and Water (equal chances for each). The user may change into the form of an elemental (of the appropriate type) and back to normal form as often as desired while the potion lasts. Each change of form takes 1 round. While in elemental form, no special immunities are gained, but the special attacks of each elemental are usable. Note that a *protection from evil* effect does not block a character using this potion. The user's Armor Class and hit points do not change. The duration is one turn only.

of Enlightenment

XP Value: 500

GP Value: 900

Wonders of LANKHMAR™

This potion was first created by two poorly-schooled alchemists. These potions are actually failed *potions of flying*, *clairvoyance*, and *clairaudience*. These alchemists kept notes on these failures as they made them, and thus are able to reproduce them as often as they like. The potions' only effects are to make the imbiber believe they are *flying* or *clairvoyant*. In truth, they might be standing in the street drawing stares. They mix into these potions the juice squeezed from the

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taro root. This extract causes the potion to become unbearably addictive. (Imbibers must make a saving throw vs. spell at a cumulative -4 per draft.) Once the person becomes addicted, there is a cumulative 1% chance per potion of feeling no effects from the potion. Then people begin to consume multiple potions.

If the character should take more than one of these potions in a day, which after a while is assured, he must roll 1d10 and consult the table below.

Roll	Effect
01	Explosion. Damage is 6d10 points.
02-03	Lethal Poison. Imbibers is Dead.
04-08	Mild Poison. Causes nausea and loss of 1 point each from Strength and Dexterity for 1d8 days.
09-10	No special effect.

The only way to end the addiction of the potion is to cast a *cure disease* on the character, otherwise, the addiction continues. Once the addiction has taken hold, the character cannot choose to stop. A cure must be obtained.

of ESP

XP Value: 500

GP Value: 850

DUNGEON MASTER Guide

The *ESP* potion bestows an ability that is the same as the 2nd-level wizard spell of the same name, except that its effects last for 5d8 rounds.

of Ethereality

XP Value: 300

GP Value: 500

DUNGEONS & DRAGONS Rules Cyclopedia

The user can become ethereal once, at any time during the potion's duration, and may thereafter remain ethereal for up to 24 hours, returning to the Prime Material Plane at will. Once returned to the Prime Material Plane, the potion does not enable the user to become ethereal again.

of Explosions

XP Value

GP Value

Bottle: 450

900

Vial: 75

150

DRAGON Magazine 91

Though this potion appears to be like any other drinkable fluid, it is not meant to be consumed. The liquid is a powerful, magical explosive that

only requires contact with the open air and a physical disturbance of some sort (being dropped or thrown, struck with an object, or shaken vigorously) to set it off. *Potions of explosions* are found in tightly sealed bottles, similar to most potion containers. The container is generally fragile, of a ceramic or glass material that would probably break (save vs. crushing blow) if thrown against a hard surface. Most of these containers, of course, are wrapped in cloth or stored where they aren't likely to be broken or jostled.

If the entire bottle of liquid is thrown and breaks, this will generate a blast of 30 feet in radius, doing 6d6 damage to all within this area (save vs. breath weapon for half damage). Sometimes a "dose" of this liquid comes packaged in six small glass or ceramic vials that can be thrown separately. Each exploding vial does 1d6 damage to any character or creature within a 5-foot-radius. The small size and light weight of these vials makes them difficult to throw accurately; attacks intended to hit a creature directly are made at -2 to attack rolls. The vials are especially fragile, taking a -2 penalty on any saving throw to determine breakage. The victim of a direct hit from a vial or an entire bottle of this liquid takes half damage if a save vs. breath weapon succeeds, but must make the saving throw at a -6 penalty.

If an intended target is missed, the projectile continues until it strikes the ground or some other solid object—possibly causing damage to someone else in the vicinity of the impact point. If the container hits its target but does not break, the liquid inside is not set off, and the container can be picked up and rethrown. The container must make a saving throw vs. normal blow if it is dropped from a height of 5 feet or less. In addition, there is a 50% chance that the liquid will explode if the container is shaken or jostled vigorously for longer than one segment. The same 50% chance applies on each consecutive segment; for example, if a character with a *potion of explosions* in a backpack moves at faster than walking speed for three consecutive rounds, three separate rolls are made to see if the liquid explodes.

If someone tries to identify this potion by taking a small taste, several things can happen. Opening the bottle and exposing the contents to the air activates the explosive fluid, and there is

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a 5% chance that the character doing so inadvertently jars the bottle enough while opening it to set off the explosive. No saving throw would be given to the opener against the explosion in this case. If a tiny bit is swallowed to sample the potion, the drinker feels his heart accelerate and feels as if he or she has just sampled a *potion of speed*. This effect is felt only for one round, and does not actually give the drinker any of the benefits of such a potion. If the entire contents of a bottle or vial are drunk, the character must make a system shock roll. If the roll fails, the liquid explodes inside the drinker, doing 6d6 (or 1d6) damage and requiring another system shock roll to avoid immediate death. If the first system shock roll succeeds, the drinker becomes extremely ill and is incapacitated for 3–6 hours—unable to walk without assistance, attack, or defend. *Potions of explosions* are extremely rare. Few alchemists will agree to manufacture this liquid because of the great danger involved, and even fewer treasure hoards contain it.

of Extra-Healing

XP Value: 500 GP Value: 1,000

DUNGEON MASTER Guide

This potion restores 3d8+3 points of damage when wholly consumed, or 1d8 points of damage for each one-third that is drunk.

of Fire Breath

XP Value: 400 GP Value: 1,000

DUNGEON MASTER Guide

This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small drafts. One draft allows the imbiber to breathe a *cone of fire* 10 feet wide and up to 20 feet long that inflicts 1d10+2 points of damage. A double draft doubles the range and damage. A triple draft trebles the range and damage. If the entire potion is taken at once, the cone is 20 feet wide, up to 80 feet long, and inflicts 5d10 points of damage. Saving throws vs. breath weapon for half damage apply in all cases. If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage with no saving throw allowed.

of Fire Resistance

XP Value: 250 GP Value: 400

DUNGEON MASTER Guide

This potion bestows upon the person drinking it magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood). It also gives resistance to fires generated by molten lava, a *wall of fire*, a *fireball*, fiery dragon breath, and similar intense flames and heat. All damage from such fires is reduced by -2 from each die of damage, and if a saving throw is applicable, it is rolled with a +4 bonus. If one-half of the potion is consumed, it confers invulnerability to normal fires and half the benefits noted above (-1, +2). The potion lasts one turn, or five rounds for half doses.

of Fire Vulnerability

XP Value: — GP Value: 250

POLYHEDRON Newszine 65

This potion, frequently identified as a *potion of fire resistance*, causes the imbiber to become very sensitive to heat, thus suffering twice the amount of damage caused by normal fire. In addition, the imbiber also suffers +2 to each die of damage sustained from molten lava, magical fire, and fiery dragon breath. If a saving throw is applicable, the imbiber suffers a -4 penalty. The effects of this potion last for 1d4+4 turns.

of Fluidness

XP Value: 750 GP Value: 1,500

POLYHEDRON Newszine 65

The imbiber of this potion—and all items worn or carried—turns into a one gallon puddle of liquid. The effects of this potion last for 1d8 hours, and during that time the character can flow through cracks and grates, under doors, hide in ponds, pools of rain, and other bodies of liquid. Attacks against a character in this form are at -2, and the user suffers only half damage. However, ice-based attacks cause an extra +1 per die of damage.

of Flying

XP Value: 500 GP Value: 750

DUNGEON MASTER Guide

A *flying potion* enables the individual drinking it to *fly* in the same manner as the 3rd-level wizard spell, *fly*.

Potion of Forewarning**XP Value:** 600**GP Value:** 1,200

POLYHEDRON Newszine 65

Many rulers have become dependent on this magical draft. It is a potent brew which allows the imbiber to enter a trance for one turn and "see" the future. This vision is a possible future, and the imbiber learns an important piece of information regarding a future event.

Potion of Forgetfulness**XP Value:** 400**GP Value:** 800

DRAGON Magazine 28

Upon imbibing this potion a character completely forgets everything that occurred in the last 24 hours, including spells memorized and even experience points gained during that period. This potion has only a temporary effect if less than the full volume is consumed. Adding $\frac{1}{4}$ of the potion to a nonalcoholic beverage produces a memory lapse of mundane knowledge only—full memory returns 50% of the time in 1d4 hours. Adding it to an alcoholic beverage gives the beverage a terrible taste and produces rage in the drinker 90% of the time.

Potion of Forgetfulness II**XP Value:** —**GP Value:** 250

POLYHEDRON Newszine 65

Imbibing this honey-flavored potion causes amnesia for 2d10 days. The drinker does not remember his or her name, friends, faces, or other things of importance.

Potion of Fortitude**XP Value:** 900**GP Value:** 1,500

DUNGEONS & DRAGONS Rules Cyclopedia

The user's Constitution score becomes 18, and the imbiber immediately gains the corresponding hit points (if any). Points of damage to the user are taken from the magically gained hit points first. Damage applied to the user's original hit points remains after the duration ends until cured by the usual means.

Potion of Foul Water**XP Value:** —**GP Value:** 200

POLYHEDRON Newszine 65

If this liquid is consumed, the imbiber must save vs. poison or become ill for three days. The liquid is intended to be added to other liquids to change them into stale, undrinkable water. Further, *foul*

water doubles the potency of poisons and ruins magical potions. The contents of a single container can change up to 1,000 cubic feet (7,500 gallons) of pure, fresh water into polluted, salty water. It turns up to 100 cubic feet of wine or oil (750 gallons) into mild acid. The effects of the potion are permanent, although the liquid may be purified magically after an initial period of 5d8 rounds.

Potion of Freedom**XP Value:** 500**GP Value:** 900

DUNGEONS & DRAGONS Rules Cyclopedia

The user cannot be affected by paralysis of any sort nor by *hold person* or *hold monster* spells.

Potion of Fresh Air**XP Value:** 350**GP Value:** 700

POLYHEDRON Newszine 65

When this potion vial is opened, up to 125,000 cubic feet of air is cleansed, making it safe to breathe. It neutralizes any gas, mist, or vapor. This fluid is handy for those long spelljamming adventures when the adventurers really have no idea where they're going or how long it will take to get there.

Potion of Fright**XP Value:** 100**GP Value:** 250

POLYHEDRON Newszine 65

This liquid temporarily causes the imbiber to decrease three levels in hit points, combat ability, and saving throws for 4d4 rounds. If the character is slain while at reduced hit points, he or she is dead, but can be *resurrected* normally.

Potion of Frost Resistance**XP Value:** 250**GP Value:** 400

DRAGON Magazine 91

This potion grants immunity to the ill effects of all forms of normal cold down to -100° F. Partial resistance to magical *cold* is also granted; saving throws vs. cold spells are made at +4 on the die, and damage from cold attacks is reduced by 2 points per die of damage, down to a minimum of one point per die. If only half a dose is consumed, the potion's benefit against magical cold is halved (-2 on saves, -1 on each damage die), but the protection from normal cold is unchanged. A full dose lasts one turn (10 rounds); a half dose lasts five rounds. Note that the icy breath weapons of creatures such as white dragons, winter

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wolves, and hoar foxes are included in the category of magical *cold*.

of Fur Growth

XP Value: 125

GP Value: 250

POLYHEDRON Newszine 65

This thick liquid is either brown or black and tastes like roasted game. When imbibed, the drinker immediately sprouts a shaggy coat of fur, 6-inches thick. The fur lasts 1d4+7 hours, after which time it falls off harmlessly. It protects the character from temperatures to -30° F, but tends to make wearing armor impossible. The potion is prized by adventurers planning arctic forays.

of Gaseous Form

XP Value: 300

GP Value: 400

DUNGEON MASTER Guide

By imbibing this magical liquid, the individual causes his or her body, as well as anything carried or worn, to become gaseous. The *gaseous form* is able to flow at a base speed of 3 per round. (A *gust of wind* spell, or even normal strong air currents, will blow the gaseous form at air speed.) The gaseous form is transparent and unsubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A *whirlwind* inflicts double damage upon a creature in *gaseous form*. When in such condition the individual is able to enter any space that is not airtight—even a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (1d4+4 turns).

of Genius

XP Value: 300

GP Value: 800

POLYHEDRON Newszine 65

The character who quaffs this potion gains +4 to Intelligence for 2d4+4 rounds.

of Ghostliness

XP Value: 600

GP Value: 1,800

POLYHEDRON Newszine 65

This potion gives the drinker, and any nonliving items carried or worn, the ability to pass through all other objects for 2d4+4 turns, as if the PC were a ghost. Further, the effected character is immune to normal weapons while in

this state, and magical weapons inflict only half damage. While in this condition, the ghost character cannot pick up objects, cast spells that require material components, or physically enter melee.

of Giant Control

XP Value: 600

GP Value: 1,000

DUNGEON MASTER Guide

A full potion of this draft must be consumed for its effects to be felt. It will influence one or two giants like a *charm monster* spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a saving throw vs. spell with a -4 penalty; if two are influenced, the die rolls gain a +2 bonus—effectively weakening the effect of the potion. The type of giant subject to a particular potion is randomly determined.

Roll	Giant Type
01-05	Hill Giant
06-09	Stone Giant
10-13	Frost Giant
14-17	Fire Giant
18-19	Cloud Giant
20	Storm Giant

In Kara-Tur: The only type of giant control potion commonly found in Kara-Tur is the *potion of hill giant control*.

of Giant Control II

XP Value: 600

GP Value: 1,000

Land of Fate

In Zakhara, this potion affects the following types:

Roll	Giant Type
1-8	Hill Giant
9-11	Desert Giant
12-13	Reef Giant
14-15	Jungle Giant
16-17	Stone Giant
18	Fire Giant
19	Cloud Giant
20	Storm Giant

Giant Strength

XP Value	GP Value
Cloud: 700	1,300
Fire: 650	1,200
Frost: 600	1,100
Hill: 500	900
Stone: 550	1,000
Storm: 750	1,400

DUNGEON MASTER Guide

This potion can be used only by warriors. When a *giant strength* potion is consumed, the individual gains great Strength and attack roll bonus when scoring a hit with any handheld or thrown weapon. It is also possible for the person to hurl rocks as shown on the table below. Note that the type of giant strength gained by drinking the potion is randomly determined on the same table.

d20 Roll	Str Equiv	Wt Allow	Dmg Plus	Rock		
				Hurling Rng	Bend Bars/ Dmg	Lift Gates
01-06	Hill	485	+7	80 yd	1d6	50%
07-10	Stone	535	+8	160 yd	1d12	60%
11-14	Frost	635	+9	100 yd	1d8	70%
15-17	Fire	785	+10	120 yd	1d8	80%
18-19	Cloud	935	+11	140 yd	1d10	90%
20	Storm	1,235	+12	160 yd	1d12	95%

Glitz & Klax's Potion*

XP Value: ¼ GP Value: ¼

Inside RAVEN'S BLUFF™, The Living City

Glitz and Klax specialize in minor potions, magical mixtures that have about ¼ the power of full-strength potions. For example, a *minor potion of growth* causes the imbiber to grow about 7 inches; a *potion of treasure finding* can lead the imbiber to dropped coins. Duration of minor potions is half of the full-strength varieties.

A minor potion affects only the imbiber, so circus goers are not able to obtain anything like a *potion of human control* or a *philter of love*.

Cost for the potions and philters range from 10 sp to one gold piece. G'Ned Klax is not the Realms' most organized person, so there is a 5% chance that any potion purchased is actually full-strength.

of Gluttony

XP Value: — GP Value: 100

POLYHEDRON Newszine 65

This potion causes the imbiber to become insatiably hungry, consuming everything edible in sight for 1d12 rounds

of Golden Silence

XP Value: 250 GP Value: 400

POLYHEDRON Newszine 65

This renders the vocal chords of the imbiber useless. No spells requiring a vocal incantation can be cast until after the effects of the potion wear off in 1d4+4 turns. This potion is usually found in a flask containing three doses.

of Good Humor

XP Value: 500 GP Value: 1,100

POLYHEDRON Newszine 65

This potion, if imbibed, grants the drinker uplifted feelings and a cheery disposition. However, the potion is more useful if a stick is inserted into the vial. When this occurs, the potion freezes and can be pulled from the vial by the stick. When the frosty version of the potion is eaten, the character gains the cheery disposition mentioned above, needs no further nourishment for the day, and operates as if under a *bless* spell. The duration of the potion in either form is 2d12 hours.

Gray Slumber

XP Value: 250 GP Value: 600

POLYHEDRON Newszine 65

The imbiber of this potion falls into a deep sleep for 1d6+4 turns. The character cannot be awakened unless *dispel magic* is cast. Further, the character appears to be dead, the skin takes on a gray pallor. This potion is often used to feign death.

of Greensprouting

XP Value GP Value

Normal: 300 600

Rooting: 250 600

POLYHEDRON Newszine 65

This potion allows the drinker to *polymorph* at will into a green, leafy bush with thick bark. The bush takes one-half damage from bludgeoning weapons and is AC 5. The potion's duration is 2d10 days; 10% of the potions cause the bush to become rooted to the spot, not allowing the character to change back to proper form until it wears off.

of Growth

XP Value: 250 GP Value: 300

DUNGEON MASTER Guide

This potion causes the height and weight of the person consuming it to increase. Garments and

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other worn and carried gear also grow in size. Each one-fourth of the liquid consumed causes a 6-foot growth in height—in other words, a full potion increases height by 24 feet! Weight increases should be proportional to the change in height. Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size.

of Healing

XP Value: 200

GP Value: 400

DUNGEON MASTER Guide

An entire potion must be consumed in a single round. If this is done, the potion restores 2d4+2 points of damage (see *extra-healing*).

of Heroism

XP Value: 300

GP Value: 500

DUNGEON MASTER Guide

This gives the imbiber a temporary increase in levels (hit points, combat ability, and saves) if the character has fewer than 10 levels of experience.

Level of Imbiber	Number of Levels Bestowed	Additional Temporary Hit Points
0	4	4d10
1st–3rd	3	3d10+1
4th–6th	2	2d10+2
7th–9th	1	1d10+3

When the potion is quaffed, the individual fights as if he or she were at the experience level bestowed by the magic of the elixir. Damage sustained is taken first from magically gained hit and bonus points. This potion can only be used by warriors.

Horn of Plenty

XP Value: 250

GP Value: 500

POLYHEDRON Newszine 65

This magical elixir allows the imbiber to *create food and wine*. One cubic foot of food and one gallon of wine can be created per round for 1d8+4 rounds. All of the food is fresh, roasted or chilled as desired by the imbiber, and the wine is of good quality.

of Housecat Control

XP Value: 250

GP Value: 550

DRAGON Magazine 30

The presence of Fran's familiar (a large white cat) caused the creation of the *potion of housecat control*. It allows the user to control one housecat for a number of rounds equal to his or her Wisdom. It does not work, however, on familiars—this was said to have been one reason for suspecting less than dire causes for Orlow's disappearance.

of Human Control

XP Value: 500

GP Value: 900

DUNGEON MASTER Guide

A *potion of human control* allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids, and demihumans as if a *charm person* spell had been cast. All creatures are entitled to saving throws vs. spell. Any pluses to Hit Dice are rounded down to the lowest whole die (1+2 HD = 1 HD, 2+6 HD = 2 HD). This potion lasts for 5d6 rounds. The types of humanoids that can be controlled are randomly determined.

Roll	Human/Humanoid Controlled
01–02	Dwarves
03–04	Elves/Half-Elves
05–06	Gnomes
07–08	Halflings
09–10	Half-Orcs
11–16	Humans
17–19	Gnolls, Orcs, and Goblins
20	Elves, Half-Elves, and Humans

In Kara-Tur: when finding the type of creature that can be controlled, use the following table:

Roll	Potion Controls
01–02	Korobokuru
03–05	Hengeyokai
06	Spirit Folk
07–15	Human
16	Tengu
17–19	Korobokuru, Hengeyokai, and Humans
20	Gajin

Hummingbird Nectar**XP Value:** 200**GP Value:** 450

DRAGON QUEST Game

This unusual drink tastes very much like honey, but it is no thicker than water. Anyone who drinks this amber liquid is able to move twice as fast as usual for one encounter. In other words, the hero may take two actions each turn while everyone else only gets one. *Hummingbird nectar* is found in crystal globes. Each globe holds one dose of the liquid. The globes are always found in groups of three. Any type of hero may use this potion. If a hero already has had a *haste* spell cast on him or her, the *hummingbird nectar* won't work.

of Immunity

XP Value	GP Value
To ageing: 600	1,200
To disease: 200	600
To death magic: 200	600
To normal weapons: 200	600
To poison: 200	600
Poison: —	—

POLYHEDRON Newszine 65

This very rare, very potent elixir confers upon the imbiber a permanent immunity. Approximately one in 10 is *cursed*. Consult the table below:

Roll	Benefit
01	Immunity to normal weapons.
02-04	Immunity to death magic.
05-07	Poison. Instant death, no saving throw.
08-10	Immunity to poison.
11-14	Immunity to magical <i>ageing</i> .
15-20	Immunity to disease.

Immunization From Lycanthropes**XP Value:** 300**GP Value:** 500

DRAGON Magazine 2

Protects user from contracting lycanthropy for one month. There is a 1% chance of contracting the disease from the serum, however.

of Infravision**XP Value:** 200**GP Value:** 500

POLYHEDRON Newszine 65

This potion bestows upon humans a 60-foot *infravision* for 1d8 turns. Characters possessing *infravision* have their ranges increased by 60 feet.

of Inner Strength**XP Value:** 250**GP Value:** 700

POLYHEDRON Newszine 65

Psionic characters imbibing this potion have their current Psionic Strength Points increased by 35%, allowing the PSPs to be increased above their normal maximum. The additional PSPs remain until the points are used. This potion affects only psionists.

of Insulation**XP Value:** 250**GP Value:** 600

POLYHEDRON Newszine 65

This potion gives the drinker +4 on all saves vs. electrical attacks, including blue dragon breath, and reduces damage suffered by 2 points per die.

of Intensity**XP Value:** 400**GP Value:** 750

Vale of the Mage

Quaffing this potion causes all spells cast by the imbiber within the next three rounds to have the maximum effect. For example, a priest drinking this potion can *cure* the maximum amount of hit points possible with *healing* spells during the next three rounds, or a wizard can cause the maximum amount of damage with a *fireball* or any other spell during the potion's duration.

However, there is a drawback to the potion. It so drains the imbiber of energy following its three-round duration that the imbiber cannot cast spells during the three rounds following the potion's expiration.

of Invisibility**XP Value:** 250**GP Value:** 500

DUNGEON MASTER Guide

This potion confers *invisibility* similar to the 2nd-level wizard spell of the same name. Actions involving combat cause termination of the *invisible* state. The individual possessing this potion can quaff a single gulp—equal to 1/4 of the contents of the container—to bestow *invisibility* for 1d4+2 turns.

of Invulnerability**XP Value:** 350**GP Value:** 500

DUNGEON MASTER Guide

This potion confers immunity to nonmagical weapons. It also protects against attacks from creatures (not characters) with no magical properties or fewer than 4 Hit Dice. Thus, an 8th-level

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character without a magical weapon could not harm the imbiber of an *invulnerability potion*. The potion also improves Armor Class rating by 2 classes and gives a bonus of +2 to saving throws vs. all forms of attack. Its effects are realized only when the entire potion is consumed, and they last for 5d4 rounds. Only warriors can use this potion.

of Iron Handedness

XP Value: 300 GP Value: 600

POLYHEDRON Newszine 65

Drinking this potion turns a character's hands into iron-hard weapons, enabling him or her to deflect weapons barehanded. The hardened hands are able to chop through wood or can be used as melee weapons, inflicting 1d12 points of damage per successful hit. The effects of the potion last 1d6+4 rounds.

Istar's Truth

XP Value: 750 GP Value: 1,400

DRAGONLANCE® Adventures

This is a potion used in the courts of Istar to ascertain the truth in matters brought before the kingpriest or his appointed ministers. The potion forces its recipient to truthfully answer a number of questions. The person who administers the potion can ask the victim 2d4 questions requiring yes or no answers and 1d4 questions requiring longer responses. (An example of a question requiring a longer response: "What happened to you three days ago?") The victim is allowed a saving throw with a -5 penalty to the die roll. If the save is successful, then the potion simply makes the victim sleepy but does not cause a loss of control of the will. The victim can then give false answers.

The length of the answer to a question is up to the victim so long as it is absolutely truthful and answers all the stated parts of the question. The DM can use this opportunity to impart important information to the PCs. The formula is known to any good priest in Istar of at least 5th level.

In a DRAGONLANCE Campaign: This formula was lost in post-Cataclysm Ansalon.

Kanzaz

XP Value: 400 GP Value: 900

POLYHEDRON Newszine 65

When this potion is consumed, the imbiber is instantly *transported* to his or her place of birth.

Kur's Drink

XP Value: 400 GP Value: 800

DRAGON QUEST Game

This mysterious potion was created by a strange order of holy men who live their lives locked away in a forgotten monastery. The potion comes in a silver flask that holds enough liquid for three drinks. Each drink restores 2d4 hit points to a wounded hero. Any type of hero may use *Kur's drink*.

of Language Learning

XP Value: 600 GP Value: 1,300

POLYHEDRON Newszine 65

When consumed, this potion allows the imbiber to master an unknown language by concentrating on a race of people or a type of creature. Each flask typically contains four doses of the potion, each dose enabling a new language to be learned. The languages learned are permanent.

of Lethargy

XP Value: — GP Value: 250

POLYHEDRON Newszine 65

This potion acts as the 3rd-level wizard spell *slow* on the person drinking it. Its effects last for 1d4+4 turns.

of Levitation

XP Value: 250 GP Value: 400

DUNGEON MASTER Guide

A *levitation potion* enables the consumer to *levitate* in much the same manner as the 2nd-level wizard spell of the same name. The potion allows levitation of the individual, to a maximum weight of 600 pounds. The consumer can carry another person, as long as the total weight is within this limit.

of Lichdom

XP Value: 1,000 GP Value: 2,500

Lords of Darkness

To become a lich, a wizard or wizard/priest must attain at least the 18th-level of experience as a wizard. The candidate for lichdom must have access to the spells *magic jar*, *enchant an item*, and *trap the soul*. *Nulathoe's ninemen*, a 5th-level wizard spell that serves to preserve corpses against decay, keeping them strong and supple as in life, is also required.

The procedure of attaining lichdom is ruined if the candidate dies at any point during the process.

Even if successful *resurrection* follows, the operation must be started anew. The process involves the preparation of a magical phylactery and a potion. Most candidates prepare the potion first and arrange for an apprentice or ally to raise them if ingestion of the potion proves fatal. Preparation of the phylactery is so expensive that most candidates do not wish to waste all the effort of its preparation by dying after it is completed but before they are prepared for lichdom.

The nine ingredients of the potion are as follows:

- Arsenic (2 drops of the purest distillate).
- Belladonna (1 drop of the purest distillate).
- Blood (1 quart of blood from a dead unicorn yearling killed by wyvern venom).
- Blood (1 quart from a dead demihuman slain by a phase spider).
- Blood (1 quart from a vampire or a being infected with vampirism).
- Heart (the intact heart of a humanoid killed by poisoning, a mixture of arsenic and belladonna must be used).
- Reproductive glands (from seven giant moths dead for less than 10 days, ground together).
- Venom (1 pint or more, drawn from a phase spider less than 30 days previous)
- Venom (1 pint or more, drawn from a wyvern less than 60 days previous)

The ingredients are mixed in the order given by the light of a full moon, and must be drunk within seven days after they combine into a glowing bluish, sparkling black liquid. All of the potion must be drunk by the candidate, and within six rounds will produce an effect as follows (roll percentile dice):

Roll	Effect
01-10	All body hair falls out, but potion is ineffective (the candidate knows this). Another potion must be prepared if lichdom is desired.
11-40	Candidate falls into a coma for 1d6+1 days, is physically helpless and immobile, mentally unreachable. Potion works; the candidate is aware of this.
41-70	Potion works, but candidate is <i>feeble-minded</i> . Any failed attempt to cure the candidate's condition is 20% likely to slay the candidate.
71-90	Potion works, but candidate is <i>paralyzed</i> for 2d6+2 days (no saving throw,

curative magic notwithstanding). There is a 30% chance for permanent loss of 1d6 Dexterity points.

91-96	Potion works, but candidate is permanently:
01-33	Deaf
34-66	Dumb
67-00	Blind

The lost sense can only be regained by a *wish* or *limited wish*.

97-00 Death. Potion does not work.



The successfully prepared candidate for lichdom can exist for an indefinite number of years before becoming a lich. He or she does not achieve lichdom upon death unless preparation of his or her phylactery is complete. A successfully prepared candidate may appear somewhat paler of skin than before imbibing the potion, but cannot mentally or magically be detected by others as ready for lichdom. The candidate, however, is always aware of readiness for lichdom, even if *charmed* or insanity or memory loss occurs. (A *charmed* candidate can never be made to reveal where his or her phylactery is—although the candidate could be compelled to identify what the phylactery is, if shown it.)

The phylactery may take any form—it may be

a pendant, gauntlet, scepter, helm, crown, ring, or even a lump of stone. It must be of inorganic material, solid, and of high-quality workmanship if of human manufacture. The phylactery cannot be an item having other spells or magical properties on or in it. It may be decorated or carved in any fashion.

Enchant an item is cast upon the phylactery (this is one of the rare cases in which this spell can be cast on unworked material), a process requiring continual handling of the phylactery for a long time. The phylactery must successfully make its saving throw as noted in the spell description. It must be completely enchanted within nine days (not the 24 hours normally allowed by the spell). Note that the "additional spell" times given in the *enchant an item* spell description are required.

When the phylactery is made ready for enchantment, the candidate must cast *trap the soul* on it. Percentile dice are rolled; the spell has a 50% chance of working, plus 6% per level of the candidate (or caster, if it is another being) over 11th level. The phylactery glows with a flickering blue-green, *faerie fire* like radiance for one round if it is successfully receptive for the candidate's essence.

The candidate then must cast *Nulathoe's nine-men* on the phylactery, and within one turn of doing so, cast *magic jar* and enter it with his or her life force. No victim is required for this use of *magic jar*.

Upon entering the phylactery, the candidate instantly loses one experience level along with its commensurate spells and hit points. The essence and lost hit points remain in the phylactery, which becomes AC 0 and has those hit points from now on. The candidate is now a lichnee, and must return to its own body to rest for 1d6+1 days. The ordeal of becoming a lichnee is so traumatic that the candidate forgets any memorized spells of the top three levels available, and cannot regain any spells of those levels until the rest period is complete. (Candidates usually then resume a life of adventuring to regain the lost level.)

The next time the lichnee candidate dies, regardless of the manner or planar location of death, or barriers of any sort between corpse and phylactery, the candidate's life-force goes into the phylactery. For it to emerge again, there must be a recently dead (less than 30 days) corpse within 90 feet of the phylactery. The corpse may

be that of any creature, and must fail a saving throw vs. spell to be possessed. If it makes its saving throw, it never receives the lich. If the creature had 3 Hit Dice or fewer in life, it saves as a 0-level fighter. If it had 3+1 HD or greater in life, it saves as if it were alive, with the following alignment modifiers:

LG, CG, NG:	+0
LN, CN, N:	-3
LE:	-4
NE:	-5
CE:	-6

The candidate's own corpse, if within range, is at -10, and may have been dead for any length of time. The lichnee may attempt to enter its own corpse once per week until it succeeds. (A phylactery too well hidden might never offer the lichnee a corpse to enter. Many lichnee commit suicide to save themselves such trouble.) When the lichnee enters its own corpse, it rises in 1d4 turns as a full lich, with all memorized spells and all undead abilities described in the MONSTROUS MANUAL accessory.

of Life Stealing

XP Value: 800

GP Value: 1,800

POLYHEDRON Newszine 65

This potion gives the drinker the ability to drain levels like a vampire. The duration of the potion is 1d4+4 rounds, and during that time the user can drain two life levels each time someone is successfully touched. The victim is allowed a saving throw vs. spell to avoid the level drain.

of Life Suspension

XP Value: 500

GP Value: 1,200

POLYHEDRON Newszine 65

The imbiber of this potion falls into a coma for 30 days. During this time, healing takes place as if the character were resting. This potion is often used by adventurers on characters who have been poisoned or cursed; buying time to find cures. The duration of the coma only can be interrupted by a *haste* spell.

of Lightning Form

XP Value: 500

GP Value: 1,500

POLYHEDRON Newszine 65

Drinking this magical liquid causes the user and anything worn or carried, to assume a vaguely

humanoid, electrical form. This form, which lasts 5d4 rounds, is able to fly at a speed of 96, MC D. Each round the form can attack all creatures within a 10-foot-radius by arcing from target to target, striking as if each victim were AC 10, and causing 1d6+2 points of damage per successful attack. Because of the speed of the character, there is a 25% chance of striking any friendly targets within range.

of Longevity

XP Value: 500

GP Value: 900

DUNGEON MASTER Guide

The *longevity potion* reduces the character's age by 1d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired result. It is also useful as a counter to magical or monster-based aging attacks. Each time one drinks a *longevity potion*, there is a 1% cumulative chance the effect is the reverse of what the consumer wants—all age removed by previous drinks are restored.

Love

XP Value: 200

GP Value: 300

DRAGON Magazine 43

The potion has the effect of *charming* an individual who drinks it and does not save successfully vs. spell. Each potion has a maximum duration of one week, with a 15% chance each day (cumulative) that the potion wears off at the end of the first through sixth days. Victims who make a successful save vs. spell are not affected.

of Luck

XP Value: 600

GP Value: 1,500

DUNGEONS & DRAGONS Rules Cyclopedic

This potion makes the user *lucky*. The player of the character using this potion may choose the result of any one roll, rather than rolling a random result (attack or damage roll, saving throw, or any other). Other players' rolls cannot be affected, nor are the Dungeon Master's rolls affected. The effect lasts for 1 hour or until the *luck* is used.

of Lycanthropy

XP Value

GP Value

Werewolf: 50	500
Wereboar: 50	500
Werbear: 50	500
Wererat: 50	500
Werewolf: 50	500
Werewolf: 50	500
Weretiger: 50	500
Werbagger: 50	500

POLYHEDRON Newszine 65

This foul, enchanted mixture contains the blood of a lycanthrope. The character who quaffs the potion notices no ill effects until the first full moon. At that time, he or she turns into a lycanthrope, the same as contracting the disease by fighting one. Use the following table to determine the type of lycanthropy.

Roll Effect

1	Werewolf
2	Wereboar
3	Werbear
4	Wererat
5	Werewolf
6	Werewolf
7	Weretiger
8	Werbagger

Mage Wine

XP Value: 400

GP Value: 900

POLYHEDRON Newszine 65

This potion is only usable by mages and bards. When imbibed, the drinker can immediately recall a spell cast earlier in the day. The recalled spell must be cast within the next 24 hours.

of Magic Blocking

XP Value: 400

GP Value: 900

POLYHEDRON Newszine 65

The imbiber of this potion is immune to all magical weapons for 1d4+1 turns.

of Magic Enhancement

XP Value: 500

GP Value: 1,200

POLYHEDRON Newszine 65

When this potion is swallowed by a spellcaster, the next 1d4 spells have maximum duration, range, effect, and damage. Any nonspellcasters imbibing this potion suffer 1d12 points of damage.

Magic Peas

XP Value: — **GP Value:** 250

POLYHEDRON Newszine 65

This unique potion confuses even the worst glutton. When poured on any surface, the potion creates a plateful of delicious smelling, sweet peas. However, once someone tries to eat the peas, the peas magically roll away, making them impossible to eat. The effect lasts for 1d6 turns. However, if the potion is imbibed, the drinker becomes ill for 1d4 hours, as the peas churn about in his or her stomach. A character can neither attack nor defend while effected in this way.

of Magic Resistance

XP Value: 500 **GP Value:** 900

Book of Lairs

This potion causes the drinker to always make successful saving throws vs. all forms of magic for 5d4 rounds.

of Magic Resistance II

XP Value: 900 **GP Value:** 2,000

POLYHEDRON Newszine 65

Five doses are found in 95% of the vials found, the other 5% contain seven doses. Each dose lasts 4d4 rounds and confers a 10% magic resistance to the drinker—or adds 10% if he or she already has a magic resistance. If more than one potion is imbibed, the results are not cumulative; the effect only lasts an additional four rounds.

of Magic Shielding

XP Value: 450 **GP Value:** 900

POLYHEDRON Newszine 65

When a character drinks this potion, a *minor globe of invulnerability* springs up to envelope the user. The duration is 1d8+3 rounds.

of Magnetism

XP Value: 250 **GP Value:** 800

POLYHEDRON Newszine 65

When this potion is quaffed, the drinker generates a 20-foot field of magnetism. All iron objects of 50 pounds or less are attracted to his or her body. Sharp and pointed objects have a 50% chance of piercing the imbiber. The duration is 5d4 rounds.

of Magnification

XP Value: 250 **GP Value:** 700

POLYHEDRON Newszine 65

This *potion's* properties are not revealed until it is mixed with a second potion. The imbiber of the combined *potions* receives the maximum effectiveness and duration of the second potion. For example, mixing a *potion of magnification* with a *potion of magnetism* gives the latter potion a duration of 20 rounds, or mixed with a *potion of extra healing* would heal 27 points of damage.



of Master Thievery

XP Value: 500 **GP Value:** 1,200

The Complete Thief's Handbook

This potion gives the thief a temporary increase in levels if he or she has fewer than 13 levels of experience. The number of levels gained depend on the thief's level, as shown below.

Level of Imbiber	Levels Bestowed	Added Hit Points	Increase in each Skill
1st-3rd	5	5d6	+20%
4th-6th	4	4d6+1	+16%
7th-9th	3	3d6+2	+12%
10th-12th	2	2d6+3	+8%

The thief acts as if at the experience level bestowed by the magic of the potion. Damage sustained is taken first from magically gained temporary extra hit points. So far as thieving skills are concerned, the potion affects these all equally by the increase shown. The effects of this potion last for 5d6 rounds.

of Merging

XP Value: 500 GP Value: 900

DUNGEONS & DRAGONS Rules Cyclopedia

The effect of this potion is quite unusual. The user can permit others to actually *merge* their forms with the user's, including all equipment, as if all were gaseous. A maximum of seven other creatures can *merge* with the user of the potion. The *merging* cannot be forced; the user can, at will, prevent anyone from *merging*. A creature *merged* with the user can leave the *merger* by merely stepping out. No creature *merged* with another (including the user) can attack or cast a spell, but may speak. Damage to the user of the potion does not affect those *merged*.

of Metal Immunity

XP Value: 1,000 GP Value: 2,500

POLYHEDRON Newszine 65

This thin liquid has a metallic hue and tastes chalky. It grants the character quaffing it immunity to metal. Metal weapons pass harmlessly through the body, metal armor falls through the body, and the user can pass through metal doors. The effects of the potion last 1d4+4 turns.

of the Midas Touch

XP Value: 500 GP Value: 1,500

POLYHEDRON Newszine 65

Metal turns to gold when touched by a person who consumes this potion. However, touching gold turns it to lead, and magical metals and metals weighing more than 10 pounds cannot be altered. The potion's duration is 1d4 turns. Transformed metals revert to their original form after one hour.

Mind Dampening

XP Value: 400 GP Value: 900

DRAGON Magazine 2

This potion renders the user immune to psionic location or attack (including *crystal ball* and *ESP*) for one week. The user may not employ psionic powers during this period. It renders psionic devices inoperative for that period also (*ESP medallion, amulet of inescapable location*).

of Mind Focusing

XP Value: 800 GP Value: 1,700

POLYHEDRON Newszine 65

When this potion is ingested, the drinker's Intelligence and Dexterity are increased by one, to a maximum score of 18, for 1d4 hours.

of Mind Restoration

XP Value: 650 GP Value: 1,300

DRAGON Magazine 91

When consumed, this magical liquid *cures* any form of normal or magical insanity, and restores *feeble-minded* characters to health. If a psionic character who was attacked while defenseless later drinks this potion, it cures any psychic damage suffered except for death, idiocy, the permanent loss of an attack or defense mode, or a robotic state. This potion also enables a psionic character to recover Psionic Strength Points at twice the normal rate for two hours after the potion is consumed.

Mirage

XP Value: 1,000 GP Value: 2,500

POLYHEDRON Newszine 65

When poured on the ground, this potion creates a mini-environment, about 100 yards in diameter. The environment is essentially a tropical paradise with temperatures ranging from 75° to 80° and a small waterfall cascading into a pool. The paradise lasts for 1d4+4 hours. Adventurers and explorers seek these *potions*, as they provide oases in the desert and warm retreats in arctic climes.

of Mirrored Eyes

XP Value: 600 GP Value: 1,400

POLYHEDRON Newszine 65

This thick liquid has a silvery hue and is almost always odorless. When consumed, the eyes of the imbiber change to silver orbs with no pupils. The

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drinker can see perfectly well, but light is reflected off his or her eyes, granting protection from petrification and all other gaze attacks. This potion is prized by adventurers, and has made the reputation of the Basilisk Exterminating Company. The *potion's* duration is 1d4+4 turns.

of Missile Protection

XP Value: 400 **GP Value:** 800

DRAGON Magazine 91

The effects of this magical potion last for 3d6 rounds. When consumed, the potion gives partial protection from all magic missile attacks. The drinker gains a saving throw vs. spell each time he or she is hit by a single *magic missile*; if the throw is successful, no damage is taken from the missile. If the throw fails, only 1 point of damage is taken from the *missile*. Separate throws are required for each *magic missile*, so a target struck by five of them from an 11th-level wizard must save five times.

of Monster Creation

XP Value: 200 **GP Value:** 400

POLYHEDRON Newszine 65

When this rainbow colored liquid is poured on the ground, four hobgoblins spring to life and begin battling the character holding the empty vial. The hobgoblins fight until destroyed or the character is killed. This potion was created for fighters wishing to practice without leaving the comfort of their homes. If the potion is consumed, the imbiber suffers 1d12 points of damage and is incapacitated for 1d8 hours.

Hobgoblins (4): Int Average; AL LE; AC 5 (10); MV 9; HD 1+1; hp 9 each; THAC0 19; #AT 1; Dmg 1d8; SZ M; ML 12; XP 35.

of Neutralization

XP Value: 200 **GP Value:** 600

DRAGON Magazine 189

This potion is valuable in emergency situations. If a character who has been poisoned by any means drinks this potion before death occurs, the *potion neutralizes* the toxin instantly.

of Noxious Resistance

XP Value: 400 **GP Value:** 900

POLYHEDRON Newszine 65

This elixir protects the imbiber from all forms of noxious and poisonous odors and gasses. Further,

it negates the effects of gas-based attacks, such as green dragon breath, *cloudkill*, or poison gas traps. The duration is 1d4+4 turns.

of Nutrition

XP Value: 150 **GP Value:** 500

DRAGON Magazine 91

The imbiber of this potion can go one week without food or water, and suffers no ill effects as a result. Protection is also granted against *chimes of hunger*; the user of a *potion of nutrition* receives an initial saving throw vs. spell to negate the effect of the *chime* upon him or herself. Even if the throw fails, the drinker receives two (not one) saving throws vs. spell on each succeeding round to end the hunger.

Odrovir

XP Value: 600 **GP Value:** 1,800

DUNGEONS & DRAGONS Master Set

In Norse legend, a great war took place between the Aesir (the 24 deities of Asgard) and the Vanir (the nature gods of Noatun). At its peaceful conclusion, both sides spat into a jar, providing their mixed essences hostage to peace. Kvasir, the wisest of all men, was made of the spittle. His blood, mixed with honey, was called Odrovir (or Odhrevir), and all who partook of it became poets.

In game terms, those who partake of this fluid can choose two bardic artistic proficiencies.

of Open Mind

XP Value: — **GP Value:** 250

POLYHEDRON Newszine 65

When this potion is quaffed, the surface thoughts of the imbiber are known to all creatures within 50 yards. This mental broadcast is stopped by 2 or more feet of rock, 2 or more inches of any metal, or a thin sheet of lead foil. This potion can reveal that the imbiber is behind a door, around the next corner, or what he or she thinks of fellow party members, or the barmaid across the room. The effects of this *potion* last 5d6 rounds.

of Opposite Alignment

XP Value: — **GP Value:** 600

POLYHEDRON Newszine 65

The imbiber of this *potion* immediately assumes the opposite alignment for 1d8+8 turns. The *potion* does not affect true neutral characters.

of Pain Suppression

XP Value: 50

GP Value: 100

DRAGON Magazine 99

This concoction is presumably a barbarian creation, but, the secrets of its manufacture are closely guarded. The potion deadens pain for 1d4 hours and tends to deplete the user's energy reserves.

Against magical powers that directly cause pain, such as a *symbol of pain* or venom from an erinyes' daggers, the potion gives a +5 on all applicable saving throws and reduces all effects of such pain by half in all respects except duration. Furthermore, the potion restores 2d8 hit points to the drinker (not exceeding the drinker's original hit point total) and allows the character to act as if his or her Strength class was one class higher. (A Strength class is considered to be each individual line given in the Strength Table of the *Players' Handbook*. A fighter with a Strength of 12 would be able to employ a Strength of 14 (the lowest value of a range is considered to be the Strength achieved). When the potion's effect ends, the user suffers the loss of Strength and hit points bestowed, and loses an additional 1d4 hit points as well from exhaustion.

Because the potion draws on the user's reserves, taking more than one dose at a time can be risky. If two doses are taken together, they last a total of 2d4 hours, and the user loses 2d4 hit points when the double dose wears off. However, the Strength-class increase is the same as for a normal-sized dose, and bonuses against magical pain attacks are as described above. If three or more doses are taken at once, the user must make a system shock roll, with a -5% per dose penalty, to avoid retching and ruining the effect. If the roll is successful, the duration of the potion is 3d4 hours, and 3d4 additional hit points are lost at the end. In no case is Strength raised by more than one class, bonuses against magic raised, or more than 2d4 temporary hit points bestowed.

of Perception

XP Value: 300

GP Value: 750

The Complete Thief's Handbook

This enhances the senses of the imbiber to a great degree, with many effects:

- A thief gains a 10% bonus to both open locks and remove traps skills.
- A thief gains a 20% bonus to find traps and hear noise skills.

- A character's chance for being surprised is halved (usually this means a +1 or +2 on the die).
- A character's chance for detecting secret or concealed doors is doubled. This may also be applied to detecting hidden or concealed objects. If the DM wishes to use an Intelligence check for this; a bonus of +4 applies to such an ability check. A corresponding bonus of -4 applies to any observation proficiency check.
- A character has a 25% chance to automatically *detect invisible* or *detect illusions* (from spells or magical effects below 5th level). However, this enhancement also makes the imbiber vulnerable to gaze attacks and weapons and also sound-based attacks (such as a *shout* spell or the roaring of an androsphinx) and all saving throws made against such attacks are at -2. The effects of the potion last for 1d4+4 turns.

of Pestilence

XP Value: —

GP Value: 600

POLYHEDRON Newszine 65

Often misidentified as a *potion of healing*, this vile mixture was believed to be brewed by priests of the god of disease. While it *heals* 4 points of damage to the imbiber, it also causes the user to become a "carrier" of a debilitating disease. This is similar to the priest spell *cause disease*. The effected character infects anyone touched during the next 1d4+1 days, but the character is immune to the disease. A *cure disease* spell cast upon the potion or drinker negates the effects of the *cursed* draft.

of Petrification

XP Value: —

GP Value: 300

POLYHEDRON Newszine 65

One sip of this potion causes a character to become *petrified*, like a statue. Only a *stone to flesh* or similar magic can restore the imbiber.

Phase

XP Value: 800

GP Value: 2,000

DUNGEON Magazine 20

The *phase potion*, which is related to *oil of ethereality*, is more useful for general combat. When taken, this potion allows the user to shift in and out of phase with the Prime Material Plane at will, much like a phase spider. When out of phase, the

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user is impervious to all forms of attack except those that reach into the Ethereal Plane. A *phase door* spell forces the user to remain in phase for seven rounds. Even when in phase, the user is surrounded by a fiery nimbus of white fire—the trace of the portal to the Ethereal Plane.

In addition to being able to shift into the Ethereal Plane, the user may take up to 60 pounds of material along. Inert gear can be taken automatically simply by touching it and willing it to come along, but a living creature is entitled to a save vs. spell at -2 if it does not wish to go with the potion user. These effects last for 5d8 rounds.

Phase potions are brewed from phase spider ichor or from the concentrated juices of rare underground fungi.

of Plant Control

XP Value: 250 **GP Value:** 300

DUNGEON MASTER Guide

A *plant control* potion enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants and fungi, even molds and shambling mounds—within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, or entwine, according to their limits.

Vegetable monsters with Intelligence of 5 or higher are entitled to a saving throw vs. spell. Plants within a 20- by 20-foot square can be controlled, subject to the limitations set forth above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see *charm plants* spell). Control range is 90 yards.

of Plant Growth

XP Value: 200 **GP Value:** 250

Adventure Pack 1

This potion has the same effects as a *plant growth* spell. It causes plants to grow into a dense barrier of thorns and briars. To use it, the potion must be poured onto the ground; it affects a 100- by 10-foot area.

of Poison

XP Value: — **GP Value:** 100

DUNGEON MASTER Guide

A *poison* potion is simply a highly toxic liquid in a potion flask. Typically, *poison* potions are odorless and can be of any color. Ingestion, introduction of the poison through a break in the skin, or, in some cases, just skin contact, can cause death.

Poison can be weak (+4 to +1 bonus to the saving throw), average, or deadly (-1 to -4 penalty or greater on saving throws). Some poison can be so toxic that a *neutralize poison* spell simply lowers the toxicity level by 40%—say, from a -4 penalty to a +4 bonus to the saving throw vs. poison. The DM selects the strength of poison desired, although most are strength “J” (see **Table 51** in the *DMG*). The DM may want to allow characters to hurl poison flasks.

of Poison Negation

XP Value: 250 **GP Value:** 400

POLYHEDRON Newszine 82

Imbibing this potion makes the drinker immune to all ingested or injected poisons for the next 18 hours. This does not include poison gas or poisons that were ingested prior to drinking the *potion of poison negation*.

of Polymorph Self

XP Value: 200 **GP Value:** 350

DUNGEON MASTER Guide

This potion duplicates the effects of the 4th-level wizard spell of the same name.

of Power

XP Value	GP Value
Wizard: 500	1,300
Priest: 500	1,300
Rogue: 500	1,300
Warrior: 500	1,300

POLYHEDRON Newszine 65

There are four different varieties of this potion, one each for warriors, wizards, priests, and rogues. Each type of potion lasts 1d4+4 turns. Characters receive no bonuses if they drink a potion meant for another class.

Wizards: cast spells as if they were two levels above their present level.

Priests: gain a +1 to attack rolls, +3 damage, and cast spells as if they were one level higher.

Rogues: gain a +1 to attack rolls, +2 to damage, and gain 20 percentage points in any one ability.

Warriors: gain +3 to attack rolls, +5 damage, and 20 additional temporary hit points.

Pox

XP Value: 50 **GP Value:** 450

DRAGON Magazine 194

Although this potion is often the result of a failed attempt at creating some beneficial potion, it is

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sometimes intentionally manufactured or substituted for some other potion (for reasons ranging from con games to assassination attempts). When first swallowed, the potion has no apparent effects. After about an hour, boils, rashes, warts, and sores appear on the user's body. These grow in number and size until they cover the victim completely, but while they resemble the symptoms of many contagious diseases, the effects of a *pox potion* are not catching. For every hour after the elixir's ill effects first manifest themselves (up to a maximum of seven hours) the pox increases in stages, with the victim's Strength, Dexterity, and Charisma dropping by 1 point and hit points by 2 points each hour (a maximum loss of 7 and 14 points, respectively).

The only known cures for this poison are a full dose of *sweet water*, a *dispel magic* spell (the poison resists as if created by a 12th-level wizard), or a *cure disease* spell cast by a priest of at least the 12th level. There is rarely more than one dose found in a single place.

of Protection from Immiscibility

XP Value: 500 GP Value: 900

POLYHEDRON Newszine 65

When this potion is quaffed, it grants the imbiber the ability to drink two additional *potions* without fear of incompatibility. The two *potions* must be consumed within eight rounds of drinking the *potion of protection from immiscibility*. If a character drinks two *potions* after that time has elapsed, he or she faces the possibility of immiscibility.

of the Pseudo Treant

XP Value: 300 GP Value: 800

POLYHEDRON Newszine 65

Upon drinking this liquid, the imbiber's body starts to stretch and change. Within six rounds the user takes on the appearance of a tree (AC 0; MV 12; HD 7; hp 42; THAC0 13; #AT 2; Dmg 1d8/1d8). The potion's duration is 10d4 turns.

of Psionic Ability

XP Value: 900 GP Value: 2,000

POLYHEDRON Newszine 65

This rare and valuable potion has great potential for nonpsionic characters, allowing them to gain a randomly determined wild talent. While the duration of the potion is 1d6 months, the imbiber is free to consume other *potions* after two days. This potion has no effect on psionic characters.

Psionics Boosting

XP Value	GP Value
Gray: 200	350
Green: 300	600
Red: 350	650
Silver: 300	650
Violet: 300	650
White: 200	300
Yellow: 300	600

DRAGON Magazine 91

A few potions are known to psionic wizards and alchemists that are capable of increasing a psionic character's attack and defense strengths for a limited time after being consumed. A potion of this type takes effect one round after imbibing it, and the effects last 2d20 turns.

Below are descriptions of these potions, giving their effects and brief words on the materials required to manufacture them. Specific details of potion-making are left up to the DM. Experience points for these potions can only be gained by psionic characters who consume and use them or by the alchemist who designs the potion (depending upon the rules used); the drinker must employ at least one of the psionic modes affected by the potion before the duration of that dose expires.

The potions described here are most probably the only ones of their kind. The major ingredient of each is taken from a nonhumanoid creature native to the Prime Material Plane that has psionic attack or defense ability, and the effects of each potion are closely tied to the abilities of the source creature. These major ingredients must be taken from creatures slain without the use of magic or psionics; failure to follow this rule spoils the ingredient and make the resulting potion useless—perhaps (10% chance) even poisonous. A character who drinks a *psionics boosting potion* receives extra strength points when employing one of the attack or defense modes that the potion affects. The boost enables the drinker to attack or defend as if current psionic strength was increased by the amount of the bonus. However, the user cannot receive these bonus points unless he or she has enough Psionic Strength Points remaining to use the attack or defense mode normally. For example, someone who drinks the *violet potion* does not receive bonus points for using a Psionic Blast unless that character has at least 20 strength points remaining (so that attack mode could be used even if the potion had not been consumed) and actually employs a Psionic Blast attack.

Gray: Adds 50 attack points to all Psychic Crush attacks, but makes no defensive alterations in the imbiber. Parts from a psionic gray ooze are required to manufacture such a potion.

Green: This potion adds 50 points to all Psionic Blast attacks made by the drinker, and 100 points onto all defense modes used as well. A specimen of tissue from an algoid is required to make this potion.

Red: This potion adds 25 points to any Psionic Blast, Psychic Crush, or Mind Thrust attacks made by the drinker, as well as 100 points to any psionic defense mounted. The brain of a su-monster is required to make this brew.

Silver: This drink adds 50 strength points to any Ego Whip or Id Insinuation attacks made by the drinker, and 50 points to any psionic defenses used. An intellect devourer's body is required to make this potion.

Violet: This potion adds 100 points to all Psionic Blast attacks made by the drinker, and 50 points to any defense modes used while the potion is in effect. The brain of a mind flayer is required to make this potion.

White: Adds 50 attack points to all Mind Thrust attacks made by the drinker but no defensive alterations. This potion requires one brain mole to create.

Yellow: This potion adds 50 points to all Id Insinuation attacks made by the drinker, and also makes the drinker immune to psionic attack for the duration of the potion's effects. One-half cubic foot of material from a living colony of psionic yellow mold, collected in an appropriate container, is needed to make this potion.

of the Psychotic Killer

XP Value: — **GP Value:** 600

POLYHEDRON Newszine 65

Anyone quaffing this *curse*d liquid immediately starts attacking everyone within sight for 1d8+4 rounds.

of Pursuit

XP Value: 800 **GP Value:** 4,000

New Item

This purplish potion increases a character's movement rate by 1 more than that of any creature being pursued, for one round only. Found in tiny, clear glass bottles, there is never more than one dose of the *potion of pursuit* in them.



Quirks of Magical Potions*

XP Value: —

GP Value: —

DRAGON Magazine 163

The AD&D® game has one of the largest compilations of magical items in the fantasy gaming industry.

The following tables have been created to add some spice and variety to existing magical items in the AD&D game worlds. A table of nonstandard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and function exactly as a standard item of the same type in the DMG. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to find the exact quirks that a magical potion possesses.

Roll	Quirks Present
01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Quirks of Magical Potions

Roll	Result
01-05	Drinker glows (as per a <i>light</i> spell) a random color for as long as the potion is in effect.
06-10	Drinker's skin turns a random color for 1d10 turns.
11-15	Drinker is unable to speak or cast spells with verbal components for 1d4 hours after drinking the elixir.
16-21	Imbiber gets extremely hungry immediately after the potion is consumed (as per a <i>chime of hunger</i>).
22-25	Drinker's senses sharpen while the potion is in effect, or for a maximum of three turns (whichever is longer). The



individual affected gains a +2 bonus against being surprised (unless he or she possesses the alertness nonweapon proficiency or is a ranger, in which case add a +3 bonus).

- 36-30 Drinker cannot hear anything due to ringing or buzzing in ears for as long as the potion is in effect, or for three turns if no duration is given.
- 31-34 Potion is diluted and works 50% as well as a normal potion of the same type. Both duration and effects are diminished in power.
- 35-40 Potion becomes inert and useless if left unstopped for longer than five rounds.
- 41-44 Potion's duration doubles if it is mixed with wine prior to consumption.
- 45-50 Drinker becomes highly intoxicated for 1d10 hours after the potion is consumed. Only *dispel magic* can prematurely remove the effects of the drunkenness (effects determined by the DM).
- 51-53 Drinker gains 60' *infravision* for as long as the potion is in effect, or for three turns if no duration is given. If the drinker normally has *infravision*, it is lost for the same amount of time.

- 54-57 Potion has no effect upon demihumans.
- 58-62 Drinker experiences slight disorientation for 1d6 rounds after drinking the potion (-2 penalty on any attack roll and +2 penalty on Armor Class during this time).
- 63-66 Drinker becomes drowsy; a Constitution check on 1d20 must be made every round for four rounds after the potion is consumed. If the roll on any check is higher than the drinker's constitution, he or she falls asleep for 3d6 minutes. The sleeping individual can be awakened only by taking at least 1 of pointdamage from a physical or magical attack.
- 67-71 Potion is phosphorescent and glows (equal to *faerie fire* spell) in the dark.
- 72-76 Potion is found in powdered form; water has to be added to the powder for the potion to be effective.
- 77-78 Potion is stronger than normal; its duration is 150% of a normal potion of the same type.
- 79-83 Potion is nauseating to drink; a Constitution check on 1d20 must be made in order to gulp the contents of the potion. If a saving throw vs. poison at +2 is not made after that, the drinker feels nauseated for 2d10 turns (-1 to hit during that time).
- 84-87 Drinker loses 1 point of Dexterity for 2d10 turns.
- 88-89 Potion evaporates (50%) or coagulates (50%) and becomes useless if left open to air for longer than five rounds.
- 90-91 Potion is unpredictable—it works normally 50% of the time, does nothing 30% of the time, and sickens the drinker for 1d4+1 days without any beneficial effect 20% of the time. A *cure disease* removes this illness.
- 92-95 Potion is unstable; if severely jostled or shaken, it bursts its container (75% chance) and becomes useless.
- 96-97 Drinker suddenly becomes extremely verbose and talks incessantly for the duration of the potion, or one turn if no duration is given. During this time, the drinker and his associates cannot gain surprise on any encountered monsters.
- 98-99 If the potion is mixed with anything else, it forms a lethal compound (if swallowed, save vs. poison at -4 on the

roll, or die in 1d4 rounds).

- 00 Potion is addictive; a draft of it must be taken at least once a week after such an addictive liquid is imbibed. If the addict does not drink the potion every week, he or she suffers a -2 penalty on all ability scores until the potion is taken or the affliction is removed. Only *alter reality*, *limited wish*, *wish*, or going "cold turkey" without the potion for 1d3 months cures the addiction.

of Rage

XP Value: —

GP Value: 400

POLYHEDRON Newszine 65

This unusual elixir is identified as a *potion of healing* 80% of the time. It has two effects: the imbiber is instantly *healed* of 4 points of damage. The second effect, though, remains hidden until the character is threatened, attacked, or angered. When this condition is met, the potion causes the character to become enraged, dropping everything in hand in favor of the most damaging weapon within reach. The character attacks the person or creature that angered him or her, at +2 to attack and damage rolls. The rage continues for 1d10 rounds.

of Rainbow Hues

XP Value: 200

GP Value: 800

DUNGEON MASTER Guide

This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible if the user simply holds the thought in his or her mind long enough for the hue to be affected. If the potion is quaffed sparingly, a flask yields up to seven drafts of one hour duration each.

of Recall

XP Value: 600

GP Value: 1,300

POLYHEDRON Newszine 65

After drinking this potion, anything the imbibing character reads, hears, or sees during 1d10 turns, can be remembered at any time. This potion is especially sought after by spies and map makers.

of Reflection

XP Value: 300

GP Value: 700

POLYHEDRON Newszine 65

This very rare potion causes the drinker to develop mirror-like skin, clothing, and armor for

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1d6+3 turns. The individual reflects the images of creatures and scenery on all sides. Attacks against such a character are made at -4 due to the distorted image.

of Regeneration

XP Value: 500 **GP Value:** 4,000

DRAGON Magazine 2

Acts as a *ring of regeneration* with a duration of one day and revitalization ability if the body is fresh (up to three days, with a Constitution check needed after the first). If applied over an extended period (at least two weeks) to an inactive character, it can be used to *regenerate* a lost member of the body.

of Regeneration II

XP Value: 500 **GP Value:** 4,000

DRAGON Magazine 132

A sip of this fluid gives the taster a tingling feeling. Imbibing the whole dose causes the drinker to enter *regenerative sleep* immediately, for eight hours.

of Rejuvenation

XP Value: 250 **GP Value:** 500

POLYHEDRON Newszine 65

This potion allows a character with psionic abilities to regain PSPs at twice the normal rate per hour for 1d4 hours.

of Rest

XP Value: 250 **GP Value:** 500

POLYHEDRON Newszine 65

After drinking this potion, a character is suddenly relieved of all fatigue, receiving the benefits of eight hours of sleep.

of Restoration

XP Value: 300 **GP Value:** 2,000

DUNGEON Magazine 4

This magical fluid was first created by Kenither the Gaunt. Each dose negates the effects of the following spells and powers, restoring the affected creature to its normal state: *charm monster*, *charm person*, *feign death*, *forget*, *friends*, *haste*, *hold person*, *polymorph other*, *polymorph self*, *ray of enfeeblement*, *sepia snake sigil*, *sleep*, *slow*, *stoneskin*, *strength*, and *Tasha's uncontrollable hideous laughter*.

A *polymorphed* creature restored by this potion need not make a system shock roll. The liquid

also cures blindness and deafness, and restores a crystallized creature and those turned to stone by gaze attacks. The potion can be administered by pouring a dose on the subject or by the creature ingesting it. In either case, it can negate more than one spell. For example, if applied to a creature affected by both *Tasha's uncontrollable hideous laughter* and *haste*, both spells would be negated.

of Resuscitation

XP Value: 300 **GP Value:** 600

POLYHEDRON Newszine 65

When the cap of this exotic liquid is removed, a highly magical gas is released. If opened under the nose of an unconscious creature or character who has 0 hit points or more, the gas revives them. Characters or creatures with 0 hit points receive 1 point of healing. The gas does not work on those with a negative score of hit points. The potion also can be used to revive characters who are the victims of *sleep* spells.

of Reverse Ventriloquism

XP Value: — **GP Value:** 500

POLYHEDRON Newszine 65

A randomly selected person or creature within 50 feet of someone drinking this potion can make his or her voice sound as if it were issuing from the imbiber. The selected speaker is instantly aware of this ability and can talk in any known language, through the imbiber, for one turn. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -1.

of Rogue Wisdom

XP Value: 500 **GP Value:** 900

CARDMASTER® Adventure Design Deck

Drinking this potion increases the rogue's level by two for five turns.

of Safe Consumption

XP Value: 300 **GP Value:** 500

POLYHEDRON Newszine 65

When this sweet liquid is consumed, the drinker is rendered immune to the harmful effects of any nonmagical food and drink for the next 24 hours. Thus, the character is unaffected by ingested poisons and can safely eat rotted food, tainted water, or lousy cooking.

of Scent Neutralization

XP Value	GP Value
Controllable: 400	900
Normal: 300	500

POLYHEDRON Newszine 65

This odorless liquid has the consistency of rubbing alcohol and appears in a variety of pastel colors. It tends to taste like wild game and renders the imbiber odorless for the duration of its effect—1d4+4 turns. One in 20 of these potions also allows the character drinking it to control his or her aroma in order to smell like anything he or she desires. This latter version is prized by noble women who use it to create individual perfumes.

of Scrying

XP Value: 700	GP Value: 1,000
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POLYHEDRON Newszine 65

When this potion is poured into calm, clear water, it forms a silvery reflecting pool. The pool acts as a *crystal ball* for 1d6 turns, and may be used only by wizards. Many wizards favor these *potions* as portable *crystal balls*.

of Seeing

XP Value: 300	GP Value: 500
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DRAGON Magazine 189

This potion instantly *cures blindness* in the imbiber, whether it was the result of natural or magical causes.

of Sensory Enhancement

XP Value: 250	GP Value: 500
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POLYHEDRON Newszine 65

While drinking this potion, a character must concentrate on one of the five senses—the one selected becomes enhanced. For 1d12 hours, the potion's effects imitate the animal that best fits the chosen sense. For example, a character may acquire the eyes of an eagle or the nose of a bloodhound.

of Shadow

XP Value: 400	GP Value: 1,000
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POLYHEDRON Newszine 65

When swallowed, this ink-black substance causes the imbiber's body and possessions to become shadow. The character remains on the ground or against a wall, like a normal shadow, until a person or creature walks across his or her path. In this instance, the character becomes the shadow of that person or creature. The shadow

merely moves with the person or creature and cannot attack or take physical actions during the potion's duration—2d12 turns. When the potion wears off, the character appears next to the person or creature to which he or she was "attached." This potion is often sought after by assassins and spies.

of Sharp Eyes

XP Value: 300	GP Value: 500
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POLYHEDRON Newszine 65

The character drinking this potion is able to see in darkness as easily as in daylight. This does not include magical *darkness*. Under normal lighting conditions, the drinker gains +2 to all chances of spotting secret doors and automatically spots any creatures hiding in shadows. The duration is 1d4+4 turns.

of Sight

XP Value: 500	GP Value: 900
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DUNGEONS & DRAGONS Rules Cyclopedica

The user can *detect invisible* things (as the magic-user spell) for one turn. This negates blindness for that time.

Singing

XP Value: 200	GP Value: 500
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POLYHEDRON Newszine 65

When swallowed, this odorless, colorless draft produces a warm, tingly sensation that allows the imbiber to sing in a melodious, resonant voice for 1d4 hours. The character gains a singing proficiency with an ability score of 18. If the character already possesses the proficiency, the score increases to 20.

Skeletal

XP Value: 200	GP Value: 650
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DRAGON Magazine 198

The first of the "false undead" is not a creature, but rather a potion that allows its imbiber to appear to be an animated skeleton. The potion was first created by Phomboulicos the Mender as an aid for proper bone-setting. Once swallowed, the potion causes all parts of the drinker's body to become invisible, with the exception of the skeleton. This allows any broken bone to be clearly seen, and it aids the bonesetter tremendously—to be able to see when the bones are in place so that they heal properly.

Of course, another possible use for the potion—

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one which was unforeseen by naive Phomboullicos—is that it allows the imbiber to impersonate an undead skeleton. Unlike various types of magical *invisibility*, such as those bestowed by spells and rings, the skeletal potion's effects are not negated by attacks made by the imbiber. Once the potion is consumed, its effects persist until the potion wears off in 1d4+4 turns. Clothing and armor worn are not affected by the potion and remain visible, as do any items carried.

Several points are worth mentioning. One, the potion drinker, unlike a true (undead) skeleton, is fully able to talk while under the effects of the potion. Two, the imbiber's invisible skin, fat, and muscle prevent the skeleton from actually contacting the things it touches. A careful observer may note that the skeleton's feet hover slightly off the ground, the pelvis never touches a cushion on which the skeleton sits, and objects seem to float slightly over a skeletal hand holding them. Finally, dust, paint, and other particulate or liquid materials also reveal the presence of the invisible flesh. Those wishing to pass themselves off as undead would do well to remember that undead are not fooled by invisibility.

of Sleep Bestowing

XP Value: 200

GP Value: 500

POLYHEDRON Newszine 65

These drafts are usually brown in color and come in black flasks. Once a character imbibes the elixir, for 1d8+1 rounds, he or she can make any intelligent creature fall asleep as a *sleep* spell for 2–3 hours just by speaking. The listeners grow so bored, they fall asleep. The drinker cannot control who falls asleep. This elixir was first created to be placed into a king's cup—the court wizard wanted the king to bore his subjects to sleep. However, the king never tried the potion, since his wine-taster put everyone in the royal chambers into a deep slumber.

of Sleep Breathing

XP Value: 250

GP Value: 550

The Complete Thief's Handbook

This potion allows the imbiber to breathe a colorless, odorless cloud of sleep-inducing gas up to three times within an hour after drinking it. This cloud is effectively a 20- by 20- by 20-foot cube. Within the cloud, creatures are affected as if struck by a *sleep* spell, the effects of which are exactly duplicated by the cloud. If the thief does

not breathe out a cloud in this way within an hour after drinking the potion, he or she must save vs. spell or fall into a deep, comatose *sleep* for 1d4+4 turns. This potion is obviously of great value for a thief when dealing with numbers of low-level and peripheral guards while working.

Sleeping

XP Value: 300

GP Value: 500

Assassin Mountain

This tart liquid lets the imbiber sink into restful sleep for 2d6 turns, during which time the sleeper feels a sense of well-being and peace. The potion mimics the effects of normal sleep, so hit points are regained as for a full night of rest, and spellcasters can drink this potion instead of resting before memorizing spells. Upon waking, the user can memorize spells as if he had slept a full night. Unwilling victims are not entitled to a saving throw. The recipient of this magical slumber always wakes up instantly if attacked. This awakening nullifies any benefit of the potion.

of Sleepy Breath

XP Value: 250

GP Value: 500

POLYHEDRON Newszine 65

The breath of the person imbibing this potion can put any air breathing creature of up to 6 Hit Dice to sleep (save vs. spell to negate). The imbiber's breath is a cone, 4 inches wide at the mouth, 12 feet long, and 6 feet wide at the base. The duration of the potion is a single breath.

of Snake Crawling

XP Value: 250

GP Value: 600

POLYHEDRON Newszine 65

This potion turns a character, and everything worn or carried, into a writhing humanoid with diminutive arms and legs. The imbiber is able to crawl at a movement rate of 12. The duration of the potion is 1d4 hours.

of Sobriety

XP Value: 200

GP Value: 400

POLYHEDRON Newszine 65

The consumer of this potion becomes instantly sober, no matter how intoxicated at the time.



of Soul-Chilling

XP Value: 300 **GP Value:** 500

POLYHEDRON Newszine 65

This foul fluid is an invention of a kobold shaman. It always appears as a cobalt blue liquid in a thimble-sized vial. Each vial can affect 100 gallons. The potion is normally used by pouring it into a barrel of water or ale. Those who drink the mixture witness their skin turn a pale blue and ice form on their bodies. Further, they are subject to requests as if a *suggestion* spell had been cast on them. The effects of this potion last 1d6 turns.

of Speech

XP Value: 200 **GP Value:** 400

DUNGEONS & DRAGONS Rules Cyclopedia

The user can understand any and all languages heard within 60 feet and can respond in the same tongues. A language must be heard to be used unless already known.

of Speed

XP Value: 200 **GP Value:** 450

DUNGEON MASTER Guide

A *potion of speed* increases the movement and combat capabilities of the imbiber by 100%. Thus, a movement rate of 9 becomes 18, and a character normally able to attack once per round attacks twice. This does not reduce spellcasting time, however. Use of a *speed potion* ages the individual by one year. The aging is permanent, but the other effects last for 5d4 rounds.

of Spelljamming

XP Value: 600 **GP Value:** 1,300

POLYHEDRON Newszine 65

This rare and valuable potion allows any warrior or rogue to operate a helm as a spelljammer of equivalent level. In addition, any wizard or priest who imbibes this potion doubles his or her ability at spelljamming. The duration is 1d4 days.

of Spirit Binding

XP Value: 250 **GP Value:** 800

Night of the Seven Swords

This potion, when splashed on a noncorporeal spirit, solidifies it, reducing its AC by 5 (if no AC is given, the potion gives it an AC of 5). If the spirit has assumed a physical shape, the potion locks it in that shape for 2d4 turns. If poured on a character taken over by a spirit, the physical body is paralyzed for 2d4 turns and the spirit is imprisoned for that time.

of Spirit Flight

XP Value: 300 **GP Value:** 500

Van Richten's Guide to the Lich

This potion causes the imbiber's spirit to depart its body. The physical body instantly dies and can only be resuscitated by a *resurrection* spell. Psychically, the effects are similar to the spell *astral travel* in that the drinker is now a disembodied, spirit creature floating about the Prime Material Plane, invisible to normal sight and unable to communicate.

While in this form, the drinker is effectively removed from reality, unable to affect the physical world, and unable to be affected by it. The spirit is invulnerable to all forms of attack and is invisible to all forms of detection except through spells or devices designed to detect the presence of the alignment of the drinker.

As stated, the spirit of the imbiber is unable to

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return to its body unless a *resurrection* spell is cast upon him or her. While in this state, the user is only able to observe the physical world and travel to the *astral plane* at will. If the *astral plane* is entered, the user is vulnerable to any hazards endemic to that environment. Otherwise, the spirit will continue to exist for as long as its body is intact.

There is one circumstance in which the disembodied spirit is able to affect the physical world—the spirit is able to appear as a ghostly, visible form within mirrors. The spirit may not appear in any magically enchanted mirror, however. While visible, the spirit is able to move and make any gestures it desires within the confines of the mirror. Likewise, the spirit may appear at any size or scale within the mirror desired. The ghostly image can be maintained for 1d20 seconds each hour, after which the spirit must rest from the exertion of crossing planar boundaries, if only superficially.

Verbal communication is impossible, and the spirit and people in the physical world are unable to hear each other. Not even a *speak with dead* spell can aid in this endeavor.

In Ravenloft: This potion is largely ineffective in the Demiplane of Ravenloft, nor is *astral travel* possible in the demiplane.

of Stone Form

XP Value: 500 **GP Value:** 1,100

POLYHEDRON Newszine 65

A character drinking this magical mixture turns into a living, stone statue. This grants the character an AC of 0, a saving throw bonus of +3, and a Dexterity loss of 3 for the potion's duration—1d4+4 rounds. A character's THAC0 and damage rolls are not changed.

of Strength

XP Value: 400 **GP Value:** 800

DUNGEONS & DRAGONS Rules Cyclopedia

The user's Strength score becomes 18, and all applicable bonuses are gained immediately.

of Superhealing

XP Value: 500 **GP Value:** 900

Death's Ride

This potion is exactly like a *potion of healing*, except that it cures 3d6+3 points of damage. The entire potion must be drunk at one time.

of Superheroism

XP Value: 450 **GP Value:** 750

GREYHAWK

A potion which resembles heroism except that it increases fighter levels as follows:

Fighter Level	Increase
1st–3rd level	Four levels
4th–7th level	Three levels
8th–11th level	Two levels
12th–15th level	One level

of Superheroism II

XP Value: 450 **GP Value:** 750

DUNGEON MASTER Guide

This potion gives the individual a temporary increase in levels (see *heroism potion*) if the user has fewer than 13 levels of experience. It is similar to the *heroism potion*, but more powerful, and its effects last just 5d6 rounds.

Level of Imbiber	Number of levels Bestowed	Additional Temporary hit points
0	6	5d10
1st–3rd	5	4d10+1
4th–6th	4	3d10+2
7th–9th	3	2d10+3
10th–12th	2	1d10+4

of Superior Animal Control

XP Value: 300 **GP Value:** 600

POLYHEDRON Introductory Issue

This magical potion works just like a normal *potion of animal control*, except that control is not limited to only one type of animal and the duration is 4 hours.

of Superior Healing

XP Value: 500 **GP Value:** 1,000

POLYHEDRON Newszine 65

This prized *healing potion* cures 6d8+2 points of damage. If the potion is consumed in thirds, each third cures 2d8 hit points. If more than one of these potions is consumed in a 24 hour period, the imbiber suffers a loss of 6d8+2 points for every additional potion consumed.

Potion of Sustenance**XP Value:** 250 **GP Value:** 350

POLYHEDRON Newszine 65

This thick liquid always has an appealing color, ruby red or emerald green. It smells like fresh baked bread or broiling steak. If the potion is consumed, the imbiber recalls the taste of his or her favorite food, and has no need for food for the next seven days. The potion does not negate the need for water.

Sweet Water**XP Value:** 200 **GP Value:** 250

DUNGEON MASTER Guide

This liquid is not actually a potion to be drunk (though it tastes good). *Sweet water* is added to other liquids in order to change them to pure, drinkable water. It *neutralizes poison* and ruins magical potions (no saving throw). The contents of a single container changes up to 100,000 cubic feet of polluted, salt, or alkaline water into fresh water. It turns up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 rounds.

Potion of Swimming**XP Value:** 500 **GP Value:** 900

Quagmire!

The user may swim in any liquid at the rate of 18, even if encumbered. The user does not sink (even if pushed below the surface) unless carrying more than 300 pounds. The potion doesn't allow the user to breathe water. The effects of this potion last for eight hours.

Teleportation**XP Value:** 500 **GP Value:** 1,900

POLYHEDRON Newszine 65

This potion typically comes sealed in a metal flask. It takes two turns to consume the entire contents, after which the imbiber is *teleported* to the first place visualized—provided it is within 100 miles of the current location.

Potion of Thievery**XP Value:** 350 **GP Value:** 950

The Complete Thief's Handbook

Similar to, but weaker than, the *potion of master thievery*, this potion also grants the thief drinking it temporary increases in levels, hit points, and

skills, if he or she is of 9th or lower level prior to drinking it, as shown below:

Level of Imbiber	Levels Bestowed	Added Hit Points	Increase in each Skill
1st-3rd	5	5d6	+20%
4th-6th	4	4d6+1	+16%
7th-9th	3	3d6+2	+12%
10th-12th	2	2d6+3	+8%

As with the *potion of master thievery*, the individual acts in all respects as a thief of the higher level gained after drinking the potion, with the increase in thieving skills being equally spread across all categories by the bonus shown. Damage sustained is taken from additional temporary hit points gained first. The effects of the potion last for 1d4+4 turns.

Potion of Thinness**XP Value:** 250 **GP Value:** 600

POLYHEDRON Newszine 65

Most *potions of thinness* are found in four-dose flasks. When consumed, the drinker's trunk size is reduced from normal proportions to paper-thinness. This permits the character to pass through cracks or flatten against a wall to hide. The potion also reduces the character's weight to that of parchment—a hazard if the potion is consumed in strong winds. The effects of the potion last 1d4 turns.

Toad Skin**XP Value:** 500 **GP Value:** 1,000

POLYHEDRON Newszine 65

A character drinking this potion immediately gains hundreds of wart-like nodules that cover the entire body. The warts, which last for 1d6+6 rounds, exude a caustic fluid which does not harm the imbiber, but burns other characters and creatures. When a *toad skin* character successfully makes a bare-handed attack against another character, the victim suffers 1d4 points of damage and begins gagging and writhing from the burning sensation for the next four rounds. Undead are immune to *toad skin* attacks.

of Tongues

XP Value	GP Value
Speak with animals: 200	500
Speak with dead: 250	600
Speak with monsters: 250	600
Speak with plants: 200	500
Tongues: 250	600

POLYHEDRON Newszine 65

There are five varieties of this potion, each may be used by any character class. Every *tongues* potion provides magical linguistic abilities to the character who swallowed it for 1d4+4 turns.

Roll	Potion
01-30	Tongues
31-60	Speak with animals
61-80	Speak with dead
81-90	Speak with monsters
91-00	Speak with plants

of Toughening

XP Value: 300 GP Value: 600

DRAGON Magazine 91

Quaffing this potion immediately adds 1d12+1d6 hit points to the user's current total, even if the final total exceeds the maximum number of hit points possible for the character. However, these new hit points are held in reserve. Any damage taken by the character is first deducted from the character's own hit points; only after all of these hit points are gone are hit points subtracted from those bestowed by the potion.

The duration of the potion (and the hit points it grants) is only 1d6+6 turns. Thus, if someone has received extra hit points from this potion and has lost all normal hit points, there is a limited amount time to find a way to *heal* all or at least some of the damage taken before the potion wears off and the bonus hit points disappear. If this happens, the character collapses unconscious with 0 hit points and continues to lose one hit point per round after that. Unless the stricken character receives aid, death occurs at -10 hit points. Any normal or magical methods of healing injuries work.

If the drinker loses all normal hit points and all the hit points bestowed by the potion, he or she immediately falls unconscious or dies; and then is considered to have a negative total of hit points equal to the number of points that were granted by the potion. If this number is between -2 and -9, the character has a chance of recovering if aid is

received before sinking to -10. If this number is -10 or lower, the character dies instantly. *Potions of toughening* should only be taken singly; if a second dose is consumed before the first one has worn off, the second dose has no effect, and the drinker must make a system shock roll or die.

of Tragic Heroism

XP Value: 250 GP Value: 400

POLYHEDRON Newszine 65

This elixir works as a *potion of superheroism*, with the following additional effect—all monsters within 20 feet of the character quaffing the potion stop whatever they are doing and attack the character. The monsters fight until they are slain or the character dies. To paladins and other heroic figures, this potion has considerable appeal.

of Treasure Finding

XP Value: 600 GP Value: 2,000

DUNGEON MASTER Guide

A *potion of treasure finding* empowers the drinker with a location sense, so that he or she can point to the direction of the nearest mass of treasure. The treasure must be within 240 yards, and its mass must equal metal of at least 10,000 copper pieces or 100 gems or any combination.

Note that only valuable metals (copper, silver, electrum, gold, platinum) and gems and jewelry, are located. The potion won't locate worthless metals or magical items that don't contain precious metals or gems. The imbiber of the potion can "feel" the direction in which the treasure lies, but not its distance. Intervening substances other than special magical wards or lead-lined walls cannot withstand the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds. (Clever players will attempt triangulation.)

of Truth

XP Value: 400 GP Value: 900

POLYHEDRON Newszine 65

Developed by a wizard interested in investigating criminal activities, this potion is intended to be consumed by someone who is to be questioned. One round after being swallowed, the potion puts the character into a trance for 1d4 turns. The character freely and literally answers any questions asked during the trance, provided the questions are posed in a language the character can understand.



Truth Drug**XP Value:** 200**GP Value:** 500

DRAGON Magazine 43

A victim who ingests a dose of the drug falls into a stupor and is forced to answer 1d4 questions truthfully.

of Ugliness**XP Value:** —**GP Value:** 250

POLYHEDRON Newszine 65

Drinking this elixir causes the loss of all but 1d4 points of Charisma for 3d12 hours. The character *polymorphs* into a creature resembling a large, slimy humanoid toad. The humanoid, complete with warts and a repulsive odor, is capable of normal activities.

of the Undead**XP Value:** 700**GP Value:** 1,200

POLYHEDRON Newszine 65

Drinking this potion *polymorphs* a character into the appearance (and odor) of a zombie for 1d4+1 hours. The character cannot be turned and retains all original statistics and Armor Class. There is an 80% chance that other undead believe the character is a true zombie.

of Undead Control**XP Value:** 700**GP Value:** 2,500

DUNGEON MASTER Guide

This potion in effect gives the imbiber the ability to charm certain ghosts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. The *charm* ability is similar to the 1st-level wizard spell, *charm person*. It affects a maximum of 16 Hit Dice of undead, rounding down any hit point additions to the lowest die (4+1 equals 4 Hit Dice). The undead are entitled to saving throws vs. spell only if they have intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d10 and consult the following table:

Roll	Undead Type
1	Ghosts
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons

6	Spectres
7	Wights
8	Wraiths
9	Vampires
10	Zombies

In Kara-Tur: This potion is not normally available in Oriental lands. The result should be rerolled.

of Underground Awareness**XP Value:** 500**GP Value:** 1,100

POLYHEDRON Newszine 65

The imbiber of this potion gains abilities to aid in underground travels. These *potions* vary widely in the abilities conferred. A typical potion, which grants 1d4 abilities, lasts for 1d4+4 hours.

Roll	Skill conferred
01-04	Detect new tunnels/passages.
06-08	Detect grade or slope.
09-11	Determine direction of travel.
12-14	Determine depth underground.
15-16	Detect shifting walls/rooms.
17-18	Detect unsafe constructions.
19-20	Detect stonework traps/pits.

of Useful Appendages**XP Value:** 250**GP Value:** 800

POLYHEDRON Newszine 65

When this potion is quaffed, the character forms one or more appendages; the formation takes two rounds. The appendages vanish after 1d4+4 turns or after suffering five points of damage each. Consult the following table to determine the appendages grown.

Roll	Appendage	Damage
1	Tail	1-8
2	Two arms	1-2 each
3	Two crab claws	1-4 each; crush for 1-10
4	Four tentacles	1-6 each

of Vampirism**XP Value:** 500**GP Value:** 1,600

POLYHEDRON Newszine 65

An odd, necromantic brew, this potion causes any character taking it to undergo a frightening metamorphosis. The change takes one round to complete and is very painful. At the end of the transformation, the character gains the appear-

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ance and many of the abilities of a vampire. The character can *spider climb* and turn to *gaseous form* at will, *regenerate* three points of damage per round. The character is not restricted to darkness, does not gain any attack bonuses, *charm* ability or other benefits, nor can he or she drain levels. The duration of the potion is 1d10+10 turns.

of Venom

XP Value: 450 GP Value: 990

POLYHEDRON Newszine 65

When a character imbibes this potion, sharp fangs dripping venom grow from the mouth. Anyone bitten by this character takes 1d4 points of damage and must save vs. poison or die in 1d8 rounds. The imbiber is immune to the venom. The effects of the potion last for 5d4 rounds.

of Ventriloquism

XP Value: 200 GP Value: 800

DUNGEON MASTER Guide

This allows the user to make his or her voice sound as if it (or someone's voice or a similar sound) were issuing from someplace other than where it is—from another creature, a statue, from behind a door, down a passage, or across the

alley. The user can speak in any language he or she knows, or make any normally made sound. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -2. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this effect—the combined illusion may be perfect! The imbiber can use the ventriloquist ability up to six times within the duration of the potion.

of Visions

XP Value: 50 GP Value: 250

POLYHEDRON Newszine 65

This is a *curse* version of the *potion of forewarning*, and 90% of the time it is identified as that beneficial potion. For one turn, the imbiber enters a trance and "sees" the future. Only in this case, the imbiber is deceived; the visions are not true and always depict the imbiber suffering misfortune.

of Vitality

XP Value: 3,000 GP Value: 2,500

DUNGEON MASTER Guide

This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It nullifies up to seven days of deprivation, and continues in effect for the remainder of its seven-day duration. The potion also makes the user proof against poison and disease while it is in effect, and the user recovers lost hit points at the rate of one every four hours.

Wallac's Potion of Speedcasting

XP Value: 400 GP Value: 900

1992 Fantasy Collector Card 272

Wallac has been producing potions for years. He has also tried to create many new potions—usually with either explosive or no effects. The *potion of speedcasting* is one of his few successes. When any spellcaster takes a dose of this potion, casting time is halved. Thus, a spell with an initiative modifier of 6 can be cast with a modifier of 3 under the influence of a *potion of speedcasting*. Spells with an initiative modifier of 1 are instantaneous, always going off at the beginning of the round, before any other action takes place. The effects of the potion last for 5d4 rounds.

Potion of Water Adventuring

XP Value: 800

GP Value: 1,800

1992 Fantasy Collector Card 271

When a dose of this potion is consumed, two effects are conveyed upon the imbibers: they are able to breathe underwater and they are affected as if a spell of *free action* had been cast upon them. The effects last for one hour plus an additional 1d10 rounds. There is a 75% chance that the potion contains two doses and a 25% chance that four doses are found.

Potion of Water Breathing

XP Value: 400

GP Value: 900

The War Rafts of Kron

The effects are the same as the 3rd-level wizard spell and last for one hour per dose.

Potion of Water Breathing II

XP Value: 400

GP Value: 900

Port of Raven's Bluff

This potion works the same as the spell cast at the 12th level, but only works 50% of the time.

Potion of Water Breathing III

XP Value: 400

GP Value: 900

DUNGEON MASTER Guide

It is 75% likely that a water breathing potion contains two doses and, 25% probable that there are four in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d10 rounds (minutes) variable. Thus, a character who has consumed a *water breathing potion III* could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

Potion of Water Movement

XP Value: 350

GP Value: 650

The Minrothad Guilds

A ground pearl fragment is the primary ingredient in the water elf *potion of water movement*. This potion allows the imbiber to move underwater or on the Elemental Plane of Water as easily as if he or she were surrounded by air. The effect lasts for one day. It does not, however, enable the user to breathe under water; some other method is required to gain that ability.

Potion of Wizardry

XP Value: 350

GP Value: 900

POLYHEDRON Newszine 65

This potion, which has a duration of 1d4+4 turns, only benefits wizards, giving them a temporary increase of 3 levels of experience. This improves their attack rolls and saving throws. In addition, it allows them to cast spells as if they were 3 levels higher. It does not grant additional spells.

**Potion of Worm Calling**

XP Value: —

GP Value: 250

POLYHEDRON Newszine 65

This potion causes the drinker to become irresistible to all crawling insects, animals, and monsters, such as snakes, worms, carrion crawlers, and caterpillars. The location of the character determines the type of creature attracted. Each potion lasts 1d12 turns, and 15 creatures are attracted to the drinker per turn.

Zak's Potion of Invulnerability**XP Value:** 650**GP Value:** 1,600

1992 Fantasy Collector Card 275

Zak's *potion of invulnerability* is basically a liquid *minor globe of invulnerability*, and may be used by all classes. Upon ingestion of this potion, the imbiber is immune to all 1st, 2nd, and 3rd level spell effects for 5d4 rounds. The globe is not stationary as that of the spell, but moves with the imbiber, allowing him or her to engage in combat and spellcasting from multiple locations. A successful *dispel magic* spell negates the effects of the potion.

Zombie Blood**XP Value:** 700**GP Value:** 1,200

Forbidden Lore

This horrid potion can turn a normal person into a zombie for 1d4+1 days. It is colorless, odorless, and tasteless, making it easy to slip into food or drink. The potion can be attuned to a single master if that person stirs the potion with a finger prior to giving it to the victim. Once consumed, the person becomes mentally like a zombie. The body is still alive, but he or she does nothing without explicit orders. If the potion was stirred, then the zombie obeys only that person, otherwise the new zombie obeys any order. The victim does not even eat or sleep unless commanded. He or she cannot feel pain and is immune to *sleep* and *charm* spells, just like a zombie.

In combat, hit points and saving throw values are retained, but THAC0 and damage are the same as a normal zombie. The character is still affected by physical damage and even poison. The person can be turned just like a zombie, but cannot be destroyed. If the turning attempt would destroy a normal zombie, the effects of the potion are negated immediately.

In Ravenloft: Knowing using this potion is cause for a Ravenloft powers check.

Zombie Broth**XP Value:** 700**GP Value:** 1,200

The Milenian Empire

This is a foul-smelling magical potion. Zargosians typically brew it in large iron cauldrons, adding unspeakable ingredients. They use this concoction as the first step in the process of turning people into zombies. Any human, demi-human, or humanoid who drinks zombie broth must immediately attempt a saving throw vs. poi-

son. If successful, there is no effect.

If the saving throw is missed, the character's Intelligence drops to 3, and he or she loses all self-motivation and will-power. Movement rate drops to 6. The character is effectively a sluggish, mindless automaton. A victim of *zombie broth* must obey the commands of anyone without hesitation, even self-injury if told to do so. He or she can perform only very simple tasks, such as talking, walking, opening a door, picking up or dropping objects, or rowing a boat. The character automatically misses in combat—too "out of it" to fight. Spell casting is out of the question. The potion also acts like a truth serum; the character answers all questions to the best of his or her ability.

The effects of drinking zombie broth last for one full day. During this time, the character can neither hold down nor has a hunger for normal food and drink—the hapless victim craves only more *zombie broth*. If the character should die of lack of food and water while under the influence of the broth, he or she becomes an undead zombie.

Powders

Magical powders are usually stored in small paper packets, cloth pouches, or hollow blow tubes made of glass, wood, metal, or bone. A packet or pouch can be shaken to cover the area around the user to a radius of 5 feet. This action lasts an entire round and powders used in this manner can affect the user.

Alternatively, powder in a tube can be blown outward in a 10-foot long cone shape that is 1 foot wide at the apex and 5 feet wide at the end. Used in this manner, the powder has no chance of affecting the user (unless it rebounds due to wind or similar circumstances). Powders may also be blown from the user's hand, but can only affect a single individual within 5 feet of the user.

Roll Powder Type

01-13	Bran
14-25	Cosmetic
26-38	Dust
39-50	Farina
51-63	Grain
64-75	Pounce
76-88	Powder
89-00	Talc

Absinthe**XP Value:** 100**GP Value:** 500

DRAGON Magazine 33

When applied to another person, that person takes twice the damage given to others for 24 hours or until dispelled.

African Ju Ju**XP Value:** 100**GP Value:** 500

DRAGON Magazine 33

This powder increases the wearer's Charisma by 2. It also grants a +2 bonus to all saving throws for 24 hours.

Allspice**XP Value:** 150**GP Value:** 750

DRAGON Magazine 33

This powder adds 1 point to Strength for 24 hours when rubbed into the skin of the arms and legs.

Allspice II**XP Value:** 250**GP Value:** 1,000

DRAGON Magazine 33

Adds a +4 bonus to all saving throws vs. spell for 24 hours.

Anger**XP Value:** 300**GP Value:** 1,500

DRAGON Magazine 33

When used before combat, any warrior or werecreature can be calmed to the point where they enter neither berserker rage nor wereform. One application of *powder of anger* can even keep a werecreature from suffering the alterations of his or her lycanthropic disease during times of full moons or other environmental triggers. The effects of this powder last for 24 hours.

Anise**XP Value:** 100**GP Value:** 500

DRAGON Magazine 33

This powder, also called *Aries powder*, doubles range and effect (enabling the user to see *infrared* and *ultraviolet*) of *clairvoyance* spells for 24 hours.

Aphrodisia**XP Value:** 200**GP Value:** 400

DRAGON Magazine 33

This powder raises the user's Charisma by 3 points (to a minimum of 18) for 24 hours. The powder causes all members of the opposite sex to

make a saving throw vs. spell or fall under the effects of a *charm* spell for the duration of the powder.

Arabian Nights**XP Value:** 300**GP Value:** 550

DRAGON Magazine 33

This powder raises the user's Charisma by 2 points for 24 hours.

Attraction**XP Value:** 200**GP Value:** 400

DRAGON Magazine 33

This powder raises the user's Charisma by 3 points for 24 hours.

Bats' Blood**XP Value:** 250**GP Value:** 750

DRAGON Magazine 33

This toxic powder causes 2d4 points of damage when sprinkled on characters of good alignment. This cursed powder often is misread as a random beneficial powder.

Bendover's**XP Value:** 1,000**GP Value:** 3,000

DRAGON Magazine 33

This powder grants a bonus of +5 to saving throw vs. death magic for 24 hours.

Bergamot's**XP Value:** 600**GP Value:** 1,800

DRAGON Magazine 33

Bergamot's powder grants a +3 to saving throws vs. spell for 24 hours.

Black Arts**XP Value:** 700**GP Value:** 2,100

DRAGON Magazine 33

When applied to the forehead and sprinkled in an "X" over where a victim will step, the victim must make a saving throw vs. death magic or instantaneous death results. Only characters of evil alignment can use this powder. The powder's effect lasts for 24 hours or until one victim passes over the "X." Whether the victim dies or not, the powder loses its potency after one use.

of the Black Veil**XP Value:** 1,000**GP Value:** 5,000

Tome of Magic

This sooty, black powder causes temporary magical *blindness* to all those in the area of effect. If a creature's saving throw is successful, he or she suffers no effects. If the saving roll fails, the creature is *blinded* and suffers a -4 penalty to attack rolls, a -4 penalty to Armor Class, and a +2 penalty to initiative rolls. *Blindness* persists each round until the victim succeeds at a saving throw vs. spell, at which time the effect is instantly negated. An entire packet or blow tube must be used for each application.

Bottom #20**XP Value:** 100**GP Value:** 300

DRAGON Magazine 33

When applied to the doorknob of the victim's house, the victim must make a saving throw vs. spell at -3 or receive 3d6 points of damage when he or she tries to leave home. The powder maintains its potency for 24 hours.

Bruno's Curse**XP Value:** 200**GP Value:** 400

DRAGON Magazine 33

This powder grants *protection from evil* as the spell. The effect lasts for 24 hours.

Buddha**XP Value****GP Value**

Type I: 300

900

Type II: 600

1,800

Type III: 900

2,700

DRAGON Magazine 33

This powder increases a priest's likelihood of gaining requested spells. There are three different potencies of the powder that currently exist. The powder functions for 24 hours. Usually, priests and clerics anoint themselves with this powder when they return to the temple to request more spells.

Type**Increased Chances**

Type I

+5%

Type II

+10%

Type III

+15%

Bull's**XP Value:** 100**GP Value:** 300

DRAGON Magazine 33

This powder increases Strength to 18 for one turn, then subtracts 2 points from the user's original Strength for six turns.

Carnation**XP Value:** 150**GP Value:** 450

DRAGON Magazine 33

This powerful powder cures all nonmagical diseases the user may suffer from. For the 24-hour duration of the powder, the user is immune to all nonmagical and magical diseases, including lycanthropy.

Chocolate**XP Value:** 100**GP Value:** 250

DRAGON Magazine 33

Makes all wandering monsters friendly for one day if saving throw vs. spell fails. If the monsters make their saving throws, they will go into frenzy.

Citronella**XP Value:** 125**GP Value:** 650

DRAGON Magazine 33

This powder adds +3 to Charisma for 24 hours.

Civet**XP Value:** 100**GP Value:** 300

DRAGON Magazine 33

This powder grants *protection from good* (reversed priest spell *protection from evil*) for 24 hours.

Cleo May**XP Value:** 100**GP Value:** 300

DRAGON Magazine 33

Also known as *Cleopatra's powder* and *come to me powder*, this powder raises the user's Charisma by 4 points for 24 hours. If the user's Charisma increases past 18, the powder causes all members of the opposite sex to make a saving throw vs. spell or fall under the effects of a *charm* spell for the duration of the powder.

of Coagulation**XP Value:** 500**GP Value:** 2,500

Tome of Magic

When placed on an open wound, a pinch of this yellow powder stops all bleeding and *heals* 1d6

3980

points of damage. Each pouch or packet contains 4d4 pinches. A blow tube contains one use, but stops bleeding and *heals* 1d4 hit points for all creatures in the area of effect.

of Comeliness

XP Value: 500

GP Value: 900

Prince of LANKHMAR

The *powder of comeliness* is very popular among upper-class women. The price, however, makes it unavailable to all except the wealthy. It currently comes in a small crystal canister with a silver lid. The lid is designed with intricate flowers and leaves from the rose bush. The Order of Apothecaries' members are the exclusive manufacturers of this product, but the Sorcerers' Guild created the original Charisma-altering spell.

The powder is magically enchanted to give the wearer a 1d2 bonus to her Charisma score. The powder also enhances femininity, which prevents male characters from using it. If a man were to use this powder, his Charisma would be lowered by 1d2 points for the duration of the effects.

The powder is good for a total of 24 hours, at which point it disappears. The powder can also be removed by water within the first five minutes after application. Once the initial five minutes are over, the *powder of comeliness* cannot be removed for 24 hours.

The powder is a very costly item, since its effects are so very popular. It costs 100 gp for a sample, which is enough for about two weeks. The user merely uses the cotton ball that is supplied, the cotton swab is daintily patted into the powder, and the powder then dabbed onto the face.

The effects of the improved comeliness are instantaneously seen. Once the powder has been placed on the face, putting on more does not improve the Charisma of the character, it only lengthens the effects.

If a double dose is placed on the face, the effects of higher Charisma last for a total of 48 hours. As many doses of this powder can be placed on the face as desired, but the length of the effect is the only thing that is improved.

Commanding

XP Value: 300

GP Value: 900

DRAGON Magazine 33

This powder acts as a *command* spell when touched to another for 24 hours.

Concentration

XP Value: 400

GP Value: 1,200

DRAGON Magazine 33

This powder causes *silence* in a 30-foot radius for 24 hours. The powder can be rubbed on an individual or onto an object.

Confusion

XP Value: 900

GP Value: 2,700

DRAGON Magazine 33

This powder causes *confusion*, as the spell, when thrown or applied to another for 24 hours. Saving throw vs. spell is applicable.

Conquering Glory

XP Value: 500

GP Value: 1,500

DRAGON Magazine 33

The *powder of conquering glory* adds +1 to the user's THAC0 when applied to a weapon (magical or otherwise) for one turn.

Controlling

XP Value: 600

GP Value: 1,800

DRAGON Magazine 33

This powder *charms* its victim, as a *charm person* spell, when applied to another or thrown in combat. It can also *charm monster*, adding a +1 bonus to the monster's saving throw for each Hit Die above 1 for 24 hours.

Crab Apple

XP Value: 100

GP Value: 300

DRAGON Magazine 33

When applied to another, the powder causes the individual to be well disposed toward the user (in the way of giving information, buying drinks, and the like) for 24 hours. The powder can be applied, thrown onto the victim, or mixed into food or drink. The victim is granted a saving throw vs. spell to counter the effects.

Crossing

XP Value: 600

GP Value: 1,800

DRAGON Magazine 33

When sprinkled in the victim's path, this powder causes the victim to sustain 3d6 points of damage. The victim's Strength and Constitution are lowered by 3 points for the day if a saving throw vs. spell fails. Only evilly aligned characters can use this powder without alignment difficulties.

Cumin Seed**XP Value:** 100**GP Value:** 300

DRAGON Magazine 33

When sprinkled in the doorway of one's dwelling, this building will be protected from evil as the spell *protection from evil* 10' radius for 24 hours.

Cypress Seed**XP Value:** 100**GP Value:** 300

DRAGON Magazine 33

Cypress seed powder increases the probability of a friendly reaction (granting a +5 Reaction Adjustment bonus) from devotees of chaotic gods for 24 hours unless a saving throw vs. spell is successful. If successful, the followers are more apt to be unfriendly toward the user (suffering a -7 reaction adjustment penalty).

Damnation**XP Value:** 300**GP Value:** 900

DRAGON Magazine 33

When sprinkled on another, the victim must make a saving throw vs. poison or die. If the victim dies, a Wisdom check must be rolled. If the check fails, the victim is trapped on the Prime Material Plane as a ghost or poltergeist (50% chance for either). The apparition appears 1d4 weeks after death from this powder.

Desiré Eme's**XP Value:** 500**GP Value:** 1,500

DRAGON Magazine 33

When applied, it makes the next being (regardless of the species) of the opposite sex fall madly in love with the user for 24 hours. No saving throw is allowed unless the being has an Intelligence of 5 or greater.

Doas Isay's Powder**XP Value:** 300**GP Value:** 900

DRAGON Magazine 33

This powder gives the user the power to *detect illusion* and *detect charm* for 24 hours.

Double Cross**XP Value:** 600**GP Value:** 1,800

DRAGON Magazine 33

When sprinkled on an enemy, it *confuses* the victim as the spell of the same name. Also, when applied to oneself, it causes anyone with an Intelligence of 10 or less to believe whatever the

wearer says (no saving throw). The powder lasts for one turn.

Dragon's Blood**XP Value:** 500**GP Value:** 1,500

DRAGON Magazine 33

This potent powder will *remove curse*, *cure disease*, *dispel charm*, and *cure* 3d6 points of damage. For the next 24 hours, the user is immune to all *curses* and *charms*.

Dream**XP Value:** 600**GP Value:** 1,800

DRAGON Magazine 33

This powder causes *sleep* when sprinkled on a victim. The effect lasts for 24 hours and cannot be removed unless a *dispel magic*, *wish* or similar spell is used.

Dypshez's Powder of the Black Veil**XP Value:** 1,500**GP Value:** 4,500

1992 Fantasy Collector Card 507

This sooty, black powder causes temporary *blindness* to all who fail a saving throw vs. spell. While affected, a character suffers a -4 penalty to attack rolls and AC, and suffers a -2 penalty to initiative rolls. Saving throws are made every round until all affected characters succeed. At that point, due to the illusionist Dypshez's magical enhancements, affected characters are only able to see nonliving objects for two further rounds, as if everyone in the area had been rendered magically *invisible*.

Elixir**XP Value:** 500**GP Value:** 900

DUNGEONS & DRAGONS Master Set

In Arabic legend, this powder was sprinkled on battle-wounds, curing them. Treat as a *potion of extra-healing*, but it is applied topically, instead of being consumed.

Enchantment**XP Value:** 900**GP Value:** 2,700

DRAGON Magazine 33

This powder adds a bonus of +2 to the user's Charisma for 24 hours.

Eucalyptus

XP Value: 200 GP Value: 600

DRAGON Magazine 33

When rubbed into wounds, this powder cures 2d6 points of damage.

Eve

XP Value: 300 GP Value: 900

DRAGON Magazine 33

When used by a female, it has the ability to *charm* men for 24 hours.

Evil Eye

XP Value: 200 GP Value: 600

DRAGON Magazine 33

This powder grants the user *protection from evil* for 24 hours.

Excisement

XP Value: 300 GP Value: 750

DRAGON Magazine 33

This powder acts as a *remove curse* spell.

Exodus

XP Value: 200 GP Value: 600

DRAGON Magazine 33

When thrown on another, the victim flees from the thrower for one full turn (save vs. spell to negate).

Five Finger Grass

XP Value: 250 GP Value: 750

DRAGON Magazine 33

This powder grants the user *protection from good* and increases Dexterity by 2 points (maximum of 18) for 24 hours.

Frangi Pani

XP Value: 200 GP Value: 600

DRAGON Magazine 33

When applied, all those around the user will trust him or her and tell secrets, indiscretions, etc. for one turn. A saving throw vs. spell at a -3 penalty is applicable.

Galangale's

XP Value: 100 GP Value: 400

DRAGON Magazine 33

When *Galangale's powder* is applied before going to court or before the constabulary, the judge or constables always find in favor of the user (unless a saving throw vs. spell is made). This powder lasts for one turn.

Gardenia

XP Value: 200 GP Value: 600

DRAGON Magazine 33

When sprinkled on an opponent, the victim suffers the effects of a *hold person* spell for one turn unless a saving throw vs. spell is successful.

Getaway's

XP Value: 300 GP Value: 900

DRAGON Magazine 33

This powder will protect a dwelling from evil (as the spell) for 24 hours.

of Good Taste

XP Value: 100 GP Value: 200

POLYHEDRON Newszine 79

A single pinch of this soft, white powder will turn one pound of food into a repast to tempt any taste buds. The effected food can start out as a horrid-tasting meal, a burned-to-a-crisp dinner, or an average dish—no matter the condition, the powder causes it to taste delicious. However, the powder does not affect the appearance of the meal. *Powder of good taste* is usually found in packets containing 2d12 uses.

Grape

XP Value: 100 GP Value: 500

DRAGON Magazine 33

When this powder is poured onto the ground, 100 gold pieces will appear. If poured onto any other surface, there is no gold, and the magic is wasted.

of the Hero's Heart

XP Value: 750 GP Value: 1,800

Tome of Magic

When used, this dull red powder instills bravery in all creatures within the area of effect (both friends and enemies). It grants such creatures a morale bonus of +2 and negates the effects of magical *fear*. The effect lasts for 5d4 rounds. An entire packet, pouch, or blow tube must be used for each application.

In Ravenloft: This powder affects fear checks in Ravenloft. The +2 bonus that is applied to morale checks is also granted for fear checks. Horror checks are unaffected by the powder.

High Conquering

XP Value: 600 GP Value: 1,800

DRAGON Magazine 33

This powder adds a +2 bonus to the user's THAC0 for 24 hours when applied to a weapon.

High John the Conqueror

XP Value: 500 GP Value: 2,500

DRAGON Magazine 33

This powder gives its user a +3 THAC0 bonus when rubbed onto a weapon. The effect lasts for 24 hours.

Hindu Grass

XP Value: 250 GP Value: 750

DRAGON Magazine 33

This powder adds a +3 to the user's Wisdom for 24 hours.

Honeysuckle

XP Value: 100 GP Value: 300

DRAGON Magazine 33

When this powder is rubbed in the eyes, the user's range of sight is doubled and *infravision* is obtained for 24 hours.

Hypnotic

XP Value: 300 GP Value: 900

DRAGON Magazine 33

This powder has a relaxing effect on user that lasts 24 hours. While under the effect, the user is immune to all *charm*, *hold*, and *fear* spells.

Hyssop

XP Value: 200 GP Value: 600

DRAGON Magazine 33

This powder, when sprinkled on an opponent, placed in food or drink, or placed in the clothing or bedding of an opponent, causes 1d6 points of damage if the opponent is of evil alignment. Once placed in food or on an item, the powder lasts 24 hours before it loses potency.

of Images

XP Value: 400 GP Value: 900

DRAGON Magazine 189

This strange substance, which looks like multi-colored sand, is useful in discovering the causes of illness, accidents, and evil occurrences. When a pinch is thrown into a fire built for this purpose, the resulting cloud of smoke forms an image. If there is no evil cause (just plain bad luck), the



image is of the savage wizard. If the evil events have been caused by a monster or NPC, an image of the monster or NPC appears. The image is clear, although in the case of monsters that all appear to look alike, the PCs will have to work out for themselves which individual cast the spell. If the evil event was caused by a deed of one of the villagers, the scene is depicted in the smoke. Evil brought about by a device or artifact without an evil character controlling it produces an image of the device alone.

If three pinches of powder are cast into the fire, a trail of smoke wends its way from the flames toward the cause of the evil. The smoke will stretch 100 feet in its search. For every additional pinch, another 100 feet is added. Once the source has been reached, the smoke curls around the person or object. The smoke cannot be dispelled, blown away, or affected by any means. It has no other effect.

The powder can be used to track down the cause of an individual's problems, but due to the rarity of the substance this is done for nobles alone. In this case, the fire must be built in an enclosed space, such as a hut, and need not be large. Otherwise, the fire must be built in the center of the village and must be a large bonfire. This powder is found in small, beaded bags made from

the tanned skins of monsters. Usually a single pouch will contain 1d8+6 pinches.

Jamaica

XP Value: 200 GP Value: 600

DRAGON Magazine 33

When rubbed onto wounds, this powder heals 2d4 points of damage.

Jezebel

XP Value: 300 GP Value: 900

DRAGON Magazine 33

When used by a female, it has the ability to charm men for 24 hours.

Jinx Removing

XP Value: 900 GP Value: 1,900

DRAGON Magazine 33

After three days of continued usage of this powder, it removes any *curse* or *geas* placed on a character.

Kludde

XP Value: 300 GP Value: 900

DRAGON Magazine 33

This powder allows its user to *speak with animals*, as the priest spell, for 24 hours.

Lavender

XP Value: 100 GP Value: 300

DRAGON Magazine 33

Powder of lavender increases both Wisdom and Dexterity by 2 (Maximum of 18) for 24 hours.

Life

XP Value: 300 GP Value: 900

DRAGON Magazine 33

When this powder is liberally applied to the skin, the user gains the benefit of a *cure disease* spell. This powder even has a 25% chance to cure lycanthropy.

Lily of the Valley

XP Value: 200 GP Value: 600

DRAGON Magazine 33

This powder must be kept absolutely pure, which means that it can only be contained in gold containers or containers that are gold-lined. When splashed on any creature not of good alignment, it causes 2d6 points of damage.

of Magic Detection

XP Value: 1,000 GP Value: 2,500

Tome of Magic

Under close inspection, this ordinary-looking powder can be seen for what it truly is—an extremely fine powder of minute, crystalline granules. When this powder contacts a magical object, the crystals spark and flash with a rainbow of colors. The effect does not reveal the nature or intensity of the enchantment—only that the item is magical. A small pinch of powder is needed for each use, no matter how large or small the object. Each packet contains 1d10+10 pinches. Powder that is placed on a nonmagical item has no effect and cannot be reused.

Magnolia

XP Value: 150 GP Value: 450

DRAGON Magazine 33

This rare powder doubles a character's existing PSPs for three turns. If rubbed into the hair of a nonpsionic character, the magic in the powder is ineffectual; it does not have the power to instill psionic ability.

Manpower

XP Value: 400 GP Value: 1,200

DRAGON Magazine 33

This powder increases the user's Strength by 2 (to a maximum of 18) for 24 hours. If a fighter already has 18 Strength, add 20% to his or her exceptional Strength score.

Mercury

XP Value: 100 GP Value: 300

DRAGON Magazine 33

When users anoint themselves with this powder, they are able to contact a vassal of a deity and ask a question that is truthfully answered with a short phrase or word. If this powder is used more than once in a year's time, the deity's vassal will demand payment of one sort or another. The table below can be used by the DM as a guide.

Alignment**of Contact**

Good

Payment

Geas. The quest forced upon the character cannot be removed short of the use of two *wishes*. The quest will be sacred in nature and important to the deity questioned.

Neutral

Loss. The user loses either a point from a prime requisite statistic or two levels (DM choice.)

Evil

Death (save vs. death magic applicable at a -6 penalty), forcing the user to serve the deity as a vassal for 1,000 years.

Mojo

XP Value: 100

GP Value: 500

DRAGON Magazine 33

This powder has the power to grant one *wish*.

Moon

XP Value: 200

GP Value: 600

DRAGON Magazine 33

With the use of this powder, the user can *teleport without error* as the spell (only once).

Musk

XP Value: 100

GP Value: 400

DRAGON Magazine 33

This powder adds 1 point to Strength for 24 hours.

Narcissus

XP Value: 200

GP Value: 600

DRAGON Magazine 33

This powder causes *sleep* when thrown on another. The effect lasts for 24 hours.

New life

XP Value: 200

GP Value: 600

DRAGON Magazine 33

When splashed on an opponent, a saving throw vs. spell is required. If the save fails, the victim suffers the effects of a *forget* spell that lasts for 24 hours.

Nine Mystery

XP Value: 300

GP Value: 900

DRAGON Magazine 33

This handy powder, when massaged into the face and neck, acts as a *locate object* spell. The effect lasts 24 hours.

Obeah

XP Value: 400

GP Value: 1,200

DRAGON Magazine 33

This powder acts as a *remove curse* spell. It cannot cure lycanthropy or magical diseases or afflictions. It does, however, make the user completely immune to the effects of *curses* for 24 hours.

Oak-in-Acorn

XP Value: 1,000

GP Value: 4,000

Nightwail

Rare to the point of legend in modern times, this potent powder (also known as *Shrinking powder*) once achieved popularity among Chaotic wizards. The silvery powder, made from essence of homunculus and other esoteric components, shrinks a specified target to a hundredth (or less) of its original size for an indefinite time. The user can recall the target to normal size with a word. Shrunk, living creatures fall into stasis, neither aging nor deteriorating until recalled to normal size. Objects of any size can be shrunk, but larger objects require more powder.

The *shrinking powder, oak-in-acorn*, is found in a sealed, 1 ounce copper vial in sufficient quantity to shrink a large human to the size of a beetle. Trying to prepare an ounce of powder requires alchemical skills, takes two weeks, and costs 4,000 gp. The user must spend a full round sprinkling the powder in a complete circle around the target while doing nothing else. Unwilling targets receive a saving throw vs. spell to resist being shrunk. The effect can be countered by a *dispel magic* spell.

of Obsession

XP Value: 500

GP Value: 1,500

Old Empires

This pink powder is used as a defense by the priestesses of Isis, though only on rare occasions. The magical powder is cast into a sphere with a 10-foot radius, at a range of 30 feet. When cast, all who are caught in its area of effect must roll a successful saving throw vs. spell or continue their actions mindlessly. If they fail the saving throw and are in combat, they do not care whom they attack, even their comrades. They continue to attack the nearest target for 3d4+4 rounds. If the target is eating or drinking, the activity continues for the duration of the powder's influence, even if attacked.

Olibanum**XP Value:** 200**GP Value:** 600

DRAGON Magazine 33

For the 24-hour duration of this powder, the damage inflicted upon the user is halved for 24 hours.

Power**XP Value:** 750**GP Value:** 2,250

DRAGON Magazine 33

This powder removes *charm spells* from any creature. It also grants full immunity to all *charm spells* and magical abilities for 24 hours.

Primrose**XP Value:** 200**GP Value:** 600

DRAGON Magazine 33

When added to food or drink, this powder draws truth from liars (no saving throw allowed). The victim loses all inhibitions, saying whatever comes to mind, telling the whole truth and yielding a lot more information that may or may not pertain to the question. The effects last for one turn.

Purification**XP Value:** 300**GP Value:** 900

DRAGON Magazine 2

This powder, when sprinkled on bad food or water, makes them fit to consume. It does not *neutralize poison* or drugs.

Puchezma's Powder of Edible Objects**XP Value:** 1,000**GP Value:** 2,500

Tome of Magic

An inveterate traveler who was notoriously cheap, Puchezma could never bring himself to spend money on decent provisions or hire a quality chef for his long wilderness excursions. In his efforts to create a seasoning that would make the bland dishes of his second-rate cooks more palatable, Puchezma stumbled on a formula for the *powder of edible objects*.

This powder, which resembles normal salt, causes any normally indigestible material to become edible, nutritious food. The material must be nonliving and nonmagical, and must be in a form the consumer can swallow; for instance, dirt and cotton cloth are acceptable (the diner could chew up and swallow these materials), but large stones and planks of hard wood are not (these objects would have to be broken up into small

pieces before they could be swallowed). All poisonous and otherwise harmful properties (such as sharp edges) are negated by the powder. One pinch of *powder of edible objects* is sufficient to treat 1 cubic foot of material. The powder is normally found in small bags containing 10d10 pinches.

Purwuvok's Powder of the Hero's Heart**XP Value:** 1,000**GP Value:** 2,500

1992 Fantasy Collector Card 506

This dull red powder instills bravery in those within its area of effect—affected creatures gain a morale bonus of +2 and become immune to magical *fear* for 5d4 rounds. Purwuvok also has learned to tune the powder to an alignment of the user's choosing so that an enemy cannot enjoy its benefits should the powder be used in battle.

Quirks of Magical Powders***XP Value:** —**GP Value:** —

DRAGON Magazine 163

The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry.

The following tables have been created to add some spice and variety to existing magical items in the AD&D game world. A table of nonstandard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is learned by using the table below to find the exact quirks that a magical powder possesses.

Roll Quirks Present

01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Quirks of Magical Powders**Roll Result**

01-05	User glows (as per a <i>light</i> spell) a random color for as long as the powder is in effect.
06-10	User's skin turns a random color for 1d10 turns.
11-15	User is unable to speak or cast spells with verbal components for 1d4 hours after consuming the powder.
16-21	Imbiber gets extremely hungry immediately after the powder is consumed (as per a <i>chime of hunger</i>).
22-25	User's senses sharpen while the powder is in effect, or for a maximum of three turns (whichever is longer). The individual affected gains a +2 bonus against being surprised (unless he or she possesses the alertness nonweapon proficiency or is a ranger, in which case add a +3 bonus).
36-30	User cannot hear anything due to ringing or buzzing in ears for as long as the powder is in effect, or for three turns if no duration is given.
31-34	Powder is diluted and works 50% as well as a normal powder of the same type. Both duration and effects are diminished in power.
35-40	Powder becomes inert and useless if left unstopped for longer than five rounds.
41-44	Powder's duration doubles if it is mixed with wine prior to consumption.
45-50	User becomes highly intoxicated for 1d10 hours after the powder is consumed. Only <i>dispel magic</i> can prematurely remove the effects of the drunkenness (effects decided by the DM).
51-53	User gains 60' <i>infravision</i> for as long as the powder is in effect, or for three turns if no duration is given. If the user normally has <i>infravision</i> , it is lost for the same amount of time.

54-57

Powder has no effect upon demihumans.

58-62

User experiences slight disorientation for 1d6 rounds after consuming the powder (-2 penalty on any attack roll and +2 penalty on Armor Class during this time).

63-66

User becomes drowsy; a Constitution check on 1d20 must be made every round for four rounds after the powder is consumed. If the roll on any check is higher than the user's constitution, he or she falls asleep for 3d6 minutes. The sleeping individual can be awakened only by taking at least 1 point of damage from a physical or magical attack.

67-71

Powder is phosphorescent and glows (equal to *faerie fire* spell) in the dark. Water must be added to the powder for it to be effective.

72-76

Powder is stronger than normal; its duration is 150% of a normal powder of the same type.

77-78

79-83

Powder is nauseating to consume; a Constitution check on 1d20 must be made in order to force down the powder. If a saving throw vs. poison at +2 is not made after that, the user feels nauseated for 2d10 turns (-1 on attack rolls during that time).

84-87

User loses 1 point of Dexterity for 2d10 turns.

88-89

Powder is blown by the wind (50%) or turns lumpy due to moisture (50%) and becomes useless if left open to air for longer than five rounds.

90-91

Powder is unpredictable—it works normally 50% of the time, does nothing 30% of the time, and sickens the user for 1d4+1 days without any beneficial effect 20% of the time. A *cure disease* removes this illness.

92-95

Powder is unstable; if severely jostled or shaken, it bursts its container (75% chance) and becomes useless.

96-97

User suddenly becomes extremely verbose and talks incessantly for the duration of the powder, or one turn if no duration is given. During this time, the user and his or her associates cannot gain surprise on any

encountered monsters.

98-99 If the powder is mixed with anything else, it forms a lethal compound (if swallowed, save vs. poison at -4 on the roll, or die in 1d4 rounds).

00 Powder is addictive; it must be taken at least once a week after such an addictive substance is imbibed. If the addict does not consume the powder every week, he or she suffers a -2 penalty on all ability scores until the powder is taken or the affliction is removed. Only *alter reality*, *limited wish*, *wish*, or going "cold turkey" without the powder for 1d3 months cures the addiction.

Reversibility

XP Value: 500

GP Value: 1,500

DRAGON Magazine 33

This powder reverses any spell put on the user or object. In many cases, this property acts as a limited effect *dispel magic*, rendering the object or person immune to all spells and magical abilities for 24 hours.

Rosemary

XP Value: 200

GP Value: 600

DRAGON Magazine 33

When worn on the temples, wrists, and ankles, this powder has the following attributes. It cures 2d4 points of damage, protects the wearer like a protection from evil spell, and grants a +3 bonus to all saving throws vs. offensive magic.

Rue

XP Value: 100

GP Value: 300

DRAGON Magazine 33

This powder instantly *cures insanity* if used for three consecutive days.

Sandalwood

XP Value: 300

GP Value: 900

DRAGON Magazine 33

Powder of sandalwood cures 2d8 points of damage sustained from blunt weapons. If the character suffers from slashing or puncture wounds, though, the powder cannot aid the victim at all.



Smoke

XP Value: —

GP Value: 750

DUNGEON MASTER Guide

This magical substance is similar, though not identical, to gunpowder. It is extremely scarce and, due to its volatile nature, dangerous to fabricate. Smoke powder will be available in a campaign only if the DM allows it. If the DM doesn't want it in the campaign, it simply doesn't exist.

Smoke powder is commonly found divided into two separate components—one, a steely-blue granular substance, the other, a fine white powder. Alone, each component is inert and harmless. However, when equal portions of the two are mixed, the smoke powder is complete and dangerous.

When touched by a flame, the mixed powder explodes with great force, noise, and smoke. The size and force of the explosion vary according to the amount of smoke powder used. A small, measured amount (a spoonful of each component) causes 1d2 points of damage. Such an amount is sufficient for a large firecracker or a single charge of an arquebus (if these optional weapons exist in the campaign). Increasing the amount increases the damage, proportionally doubling causes 2d2 points of damage, tripling causes 3d2,

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and so on.

An explosion capable of causing 30 points of damage (15 charges) has a 5-foot radius. Blasts capable of causing 50 or more points of damage (25 or more charges) have a radius of 15 feet, and affect items and fortifications as would a giant's blow.

When discovered, a pouch of smoke powder contains 3d6 charges. Charges from several pouches of smoke powder can be combined to create bigger, more damaging explosions.

Snake

XP Value: 250 **GP Value:** 750

DRAGON Magazine 33

When a green candle is anointed with this powder and burned, it will *cure disease* as the spell. Up to four individuals can be aided with one use. This powder cannot cure magical afflictions.

Solomon's

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This powder increases the user's Wisdom by 3 for 24 hours.

Spikenard

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This powder cures 1d8 points of damage when used on characters of good alignment, but causes 1d8 points of damage to characters of evil alignment.

Spirit

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This powder allows the user to *speak with dead*, as the spell for two turns.

Time

XP Value: 600 **GP Value:** 1,800

DRAGON Magazine 33

When this powder is thrown into the air, an effect identical to a *time stop* spell occurs for one round.

Trinity

XP Value: 900 **GP Value:** 2,700

DRAGON Magazine 33

This powder raises three statistics of a player character by 1 point each (no maximum) for 24 hours, depending upon the character class. The table below depicts the chances of any particular

statistics being temporarily increased, using a 1d10 die roll. Anything marked with an **X** is automatically increased. To use this chart, find the character class (not the kit), and roll the dice. The statistic rolled and all those marked with an **X** are raised by 1 point for 24 hours.

Class	Str	Dex	Con	Int	Wis	Cha
Fighter	X	X	1-4	—	5-0	—
Paladin	1-5	—	6-0	—	X	X
Ranger	1-5	X	6-0	—	X	—
Wizard	—	1-3	X	X	4-8	9-0
Specialist Wizard						
Abjurer	—	1-4	5-8	X	X	9-0
Conjurer	1-6	—	X	X	7-0	—
Diviner	—	—	1-2	X	X	3-0
Enchanter	—	—	1-4	X	5-0	X
Illusionist	—	X	1-2	X	3-6	7-0
Invoker	1	2-5	X	X	6-0	—
Necromancer	1-4	—	5-0	X	X	—
Transmuter	1-2	X	3-7	X	8-0	—
Priest	—	—	—	1-4	X	5-0
Druid	—	1-4	5	6-0	X	X
Thief	—	X	—	1-2	3-6	7-0
Bard	—	X	—	X	—	X

Verbena

XP Value: 400 **GP Value:** 1,200

DRAGON Magazine 33

This powder completely protects the user against *curse* and *gea* spells for 24 hours.

Vibration

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

When this powder is applied to the user and one victim, the victim is under the user's *charm* for 24 hours. The user must be the first to apply the powder, otherwise, the "victim" becomes the charmer.

Virgin Olive

XP Value: 100 **GP Value:** 300

DRAGON Magazine 33

When applied to a priest's *holy symbol*, it adds +4 to a priest's roll to turn undead. It also causes 2d8 points of damage on the undead if a saving throw vs. spell fails. The effect lasts 24 hours.



Vision

XP Value: 900 GP Value: 1,800

DRAGON Magazine 33

This powder, rubbed onto the face, gives the power to see *invisible* and see *ultraviolet* for six turns.

Voodoo

XP Value: 200 GP Value: 600

DRAGON Magazine 33

When thrown, this powder reduces the victim's Strength to 3 if a saving throw vs. spell fails.

Will Power

XP Value: 500 GP Value: 1,500

DRAGON Magazine 33

When applied, this powder raises the user's Strength by 3 (to a maximum of 18). In addition, for the next 24 hours, the user gains a +3 to all petrification, polymorph, paralyzation, and poison saving throws.

Wintergreen

XP Value: 100 GP Value: 300

DRAGON Magazine 33

This powder cures 1d6 points of damage and adds a bonus of +5 to all saving throws vs. disease and disease effects (excluding lycanthropy) for 24 hours.

Wishing

XP Value: 900 GP Value: 2,700

DRAGON Magazine 33

When this powder is placed on a candle and burned, it causes a *wish*, written on parchment to come true.

Witch's

XP Value: 600 GP Value: 1,800

DRAGON Magazine 33

Eight days after a piece of an opponent's or enemy's hair is soaked in this powder, the victim must make a saving throw vs. poison or die. Only evil characters can use this powder without an alignment penalty.

Xyz

XP Value: 300 GP Value: 900

DRAGON Magazine 33

This powder makes the user 10 years younger. Unfortunately, a System Shock roll is required. If the roll fails, the user dies. If resurrected after death, the user is 10 years younger than before death.

Ylang Ylang

XP Value: 300 GP Value: 900

DRAGON Magazine 33

This powder increases the user's Charisma by 2 points for 24 hours.

Zodiac

XP Value: 100 GP Value: 300

DRAGON Magazine 33

This powder usually brings a favorable reaction (add +2 to all reaction rolls) when speaking with followers of lawful deities.

Zula Zula

XP Value: 250 GP Value: 750

DRAGON Magazine 33

When sprinkled on an enemy, this powder will kill (if a saving throw vs. death magic fails) or cause 3d6 points of damage (if the saving throw succeeds).

Prism

A prism is a triangular piece of pure glass or crystal that refracts light into a prismatic rainbow of color. Most magical and alchemical laboratories and sage workshops are equipped with one or more prisms.

of Distraction

XP Value: 800

GP Value: 4,000

POLYHEDRON Newszine 43

When held in front of a nonmagical light source (torch, bright sunlight, candle, anything) this prism has a 60% chance to cause opponents to stop in their tracks and stare with fascination at the multicolor lights given off by it. When combined with a magical light source (*continual light*, magic lantern, and so on) the probability rises to 90%. It may be used once a day. If the light source is extinguished, the spell is broken. A saving throw vs. spell applies.

of Greyhawk

XP Value: 1,000

GP Value: 4,500

GREYHAWK Adventures

This crystal sorcerer's tool was enchanted to enhance the prism's ability to create dazzling colors. The prism can cast two spells, each once per day; *color spray* (as a 6th-level spellcaster) and *hypnotic pattern*. Note that the prism must be used in the presence of direct sunlight. It cannot be used under moonlight, normal torchlight, or daylight on an overcast day.

of Kushk

XP Value: 12,000

GP Value: 60,000

Storm Riders

The *prism of Kushk* is also known as the *diamond*. When a beam of light is shining through the bottom of the diamond, it acts like a prism. The light beam breaks down into six beams, each a different color of the rainbow: red, orange, yellow, green, blue, and purple. These colored beams shoot out from the tip of the diamond, writhing and squirming like tendrils.

If the *prism of Kushk* happens to be pointed at a living being, the tendrils lash and try to grasp the target. The tendrils do a certain amount of damage and stand a chance of grappling the victim, depending upon the power level of the light source.

The power level depends upon the nature of the light. All nonmagical light sources are considered 0 power-level sources. Light caused by 1st-level spells, +1 glowing weapons, and similar magic is considered a level 1 source. Light caused by 2nd-level spells or +2 glowing weapons are considered from a level-2 source, light caused by 3rd-level spells or +3 glowing weapons are considered a level 3 source, and so on. For example,

light caused by the 5th-level priests' spell *moonbeam* would be considered a 5th-level power source. *Lightning bolt*, *pyrotechnics*, *wall of fire*, and other spells producing light as a side-effect may be used as a light source, but only for one round. *Color spray*, *rainbow pattern*, and similar spells producing a prism-like effect may not be used as light sources.

For every power level of the light source, the tendrils do 1d10 damage (save vs. petrification for half damage) and have a 10% chance of grasping the victim's spirit. Once the tendrils grasp a spirit, they drag it back into the diamond. For example, light caused by the 7th-level priests' spell *sunray* causes 7d10 points of damage (save vs. petrification for half) and stands a 70% chance of dragging the victim's spirit into the *prism of Kushk*.

To intentionally hit a target, the person wielding the *diamond* must be able to see the target, simply point the *diamond* at it, and speak the target's name. No attack roll is required. The victim suffers the appropriate damage and the attacker makes the appropriate percentile roll to see if the victim's spirit is dragged into the prism (no saving throw, but magic resistance applies). The bodies of victims are dragged into the prism along with their spirits.

There are only two ways to release a captured spirit. The first is to capture another victim. The first victim is released when the second spirit enters the prism, for it can hold only one prisoner at a time. The other way to release the spirit is to cast a spell creating *darkness* upon the *Prism of Kushk*. This spell must be of a power level equivalent to or greater than the power level of the light source that trapped the victim in the first place. The *prism of Kushk* cannot be shattered, cracked, or opened by any other means. The powers of the *prism of Kushk* are summarized below:

Power Level	Damage	Capture Chance
0	0	0%
1	1d10	10%
2	2d10	20%
3	3d10	30%
4	4d10	40%
5	5d10	50%
6	6d10	60%
7	7d10	70%
8	8d10	80%
9	9d10	90%

of Light Splitting

XP Value: 1,500

GP Value: 7,500

Tome of Magic

This useful device refracts light into the three primary colors of red, blue, and green. The user can choose the color of light that is emitted by the prism. When creating a magical fluid or powder, the wizard casts an *enchant an item* spell. Following this, the wizard may use the *prism of light splitting* to shine a blue, red, or green beam of light on the mixture. The light must shine on the substance for one full day. At the end of this time, the material gains an additional magical property, depending upon the color of the beam employed.

Color Magical Properties

- | | |
|-------|-----------------------------------------------------------------------------------------------------------------------|
| Red | The potion, powder, or aromatic oil is stronger than normal; targets of its effects suffer a -2 saving throw penalty. |
| Blue | The duration of the magical potion, powder, or fragrance's effect is doubled. |
| Green | The amount of liquid or powder is doubled; the wizard now has enough for two potions, powders, or aromatic oils. |

Sim's Prism of Light Splitting

XP Value: 3,500

GP Value: 17,500

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Improving upon the original *prism of light splitting*, *Sim's prism* uses all seven major colors in the visible spectrum. In addition to the three primary colors and their established effects, *Sim's prism* can perform the following magic:

- *Orange*: A second, randomly rolled property is infused into the potion, dust, or aromatic oil.
- *Yellow*: The potion, dust, or oil becomes mixable with any other.
- *Indigo*: The potion, oil, or dust, and the container it is in, becomes *invisible*.
- *Violet*: A potion becomes a dust, a dust becomes an aromatic oil, or an aromatic oil becomes a potion.

Prismal's Useful Enchanted Gear

While most of the magical creations of Prismal are to be found under standard categories, these items are unusual enough to be placed in an entry

under Prismal's name. These are items he created, usually at the request of friends or acquaintances, to make life a little easier, labor less demanding, and adventuring more fun.

Block and Tackle

XP Value: 900

GP Value: 9,000

New Item

Prismal's block and tackle is a tackle block (with a dual pulley system) that can be easily threaded with a rope. The *block* magically decreases the weight of the object being hoisted by a factor of 1,000. For example, if a 5-ton (10,000 pounds) piece of cargo is hoisted from a cargo ship, a deck hand using *Prismal's block and tackle* feels as though he or she is lifting only 10 pounds. The rope on the cargo-side of the block, however, as well as the crane holding the magical *block* must be able to sustain the real weight of the cargo. This side effect makes it useless as a tool for adventurers who wish to carry 1,000 times their normal weight allowance.

Prismal created this item as a wedding gift for a friend who worked at the local ship yards. For years, the man complained of muscle cramps and nightly fatigue from his overtly strenuous job. Prismal wanted to make sure his friend kept his blushing bride happy in their new life together.

Fish Hooks

XP Value	GP Value
Minute: 50	250
Tiny: 100	500
Small: 150	750
Medium: 200	1,000
Large: 250	1,250
Huge: 300	1,500

New Item

These fish hooks come in six different sizes, each designed to capture the attention of a particular size of fish. *Prismal's fish hooks*, when immersed in water, send out a magical *fish attraction* signal that lures fish of appropriate size to bite and swallow the hook. Anything larger than the specified size (see the table below), automatically saves against the effect. Fish smaller than the size specified are repelled (by *fear*) from the fish hook.

Just because *Prismal's fish hooks* attract fish, does not necessarily mean that the hook's owner is able to automatically reel the fish in.

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The line connecting the fish hook to the pole must be sturdy enough to sustain the pull of the fish as it struggles to escape. Many an adventurer has suffered the loss of these hooks, trying to pull in 6-foot fish with the equivalent of a thread for line.

Size	Fish Size
Minute	4" – 6" long
Tiny	6" – 8" long
Small	8" – 12" long
Medium	1' – 2' long
Large	2' – 4' long
Huge	4' – 8' long

Flint

XP Value: 1,000

GP Value: 5,000

New Item

This magical device causes any small, flammable materials to ignite, regardless of relative dryness. By striking the flint with a piece of steel, a very hot spark flies from the flint, igniting whatever it touches, as long as the item is small and flammable (like parchment, leaves, pine needles, oil, fur, hair, straw, or clothing, for example). Against live flesh, the spark causes 1d4 points of damage. The flint is unable to burn down a large establishment. Instead, an arsonist must first start a fire using small kindling. In real-world terms, anything that can be ignited using a butane lighter can be ignited using *Prismal's flint*.

At the request of an accomplished explorer named Orion the Outrider, (and the promise to name a peak after him), Prismal created this item in order to make the man and his companions more comfortable when climbing higher and more dangerous mountains. Upon returning from Prismal Peak, Orion reported that the flint saved their lives on more than one occasion. Being 25 days travel from his humble domicile, Prismal has yet to visit "his" summit.

Grappling Hook

XP Value: 2,500

GP Value: 17,500

New Item

Jett, Prismal's acquaintance of dark and questionable ethos, once asked the wizard for a magical device so he could get into his house after he had accidentally locked himself out. Since Prismal generally asks few questions, as long as gold pieces are laid in front of him, he designed a device perfect for Jett's need.

Prismal's grappling hook is a magical hook that wedges itself into any solid object (animate objects excluded). The only limitation on the device is the length of the accompanying rope and the Strength (and accuracy) of the user. Once the grappling hook reaches the apex of the user's throw and touches a solid object, it silently lodges itself into the target.

No amount of pulling or prying will remove the device. If the material around the grappling hook is chipped away from the hook, it will fall, with part of the structure still attached. The only other way to remove the device is to say its command word. Recently, there has been a rash of unexplained thefts around the city and in nearby boroughs. Prismal, of course, knows nothing.

Musical Minstrel

XP Value: 1,000

GP Value: 7,500

New Item

Prismal's musical minstrel is able to learn and retain any musical numbers to which it is exposed. If taken to carnival or a pub where music is played, the *musical minstrel* memorizes the song for later use. If the owner has ever heard a song that he or she particularly enjoys, the *musical minstrel* will extract the memory for its use. Up to 1,000 musical pieces can be retained by the *musical minstrel*. If it is exposed to more than that number, it erases the oldest tune in favor of the new one. If exposed to a duplicate melody, the *musical minstrel* automatically retains the best composition, erasing the least favorable version.

The owner is able to request a musical piece from the *magical minstrel* at any time he or she chooses. The minstrel allows its owner to telepathically browse through the euphony catalog in order to find the desired piece.

Prismal created this item for an acquaintance of his who journeyed with a merchant caravan. This woman wanted to be able to fall asleep to music and refused to pay a meistersinger.

Pitons

XP Value: 120

GP Value: 600

New Item

After having a peak named after him (see *Prismal's Flint*), Prismal came up with another handy device for his explorer friend, Orion the Outrider—magical pitons. To use *Prismal's pitons*, simply push them into a solid, nonliving object.

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No hammering is needed, and there is no need to look for tight cracks, either. Once in place, the pitons never detach until the command word is spoken while touching the piton.

Orion was thrilled when Primal handed him almost 100 of these devices on his way to Mount Divinia. Primal showed him how they worked and instructed him that the command word was "come out." After four months, Orion came back to Primal and thanked him for the devices. Unfortunately, Orion lost one of the members of his team when he asked, "Are you sure these pitons won't come out. . . ?"

Weaponblack

XP Value: 1,000

GP Value: 5,000

New Item

At the request of many warriors who were looking for ways to hide military gear from city officials who frowned upon civilians carrying arms, Primal devised a simple recipe to render weapons invisible. By mixing *dust of disappearance* with a small enchantment (generally believed to be an *improved invisibility* spell), Primal created a weapon polish that must be vigorously rubbed into the pores of the weapon's blade (and hilt, for the overly apprehensive). When this 10 minute process is done, the warrior finds that the weapon simply vanished from sight (but not touch), along with portions of the polishing rag and fingers and palms.

The polish washes off rags and skin with a little soap and elbow grease. *Primal's weaponblack* continues to function as long as the weapon is not used in combat or subjected to the dissolving properties of water (such as rain, jaunts across streams, the dunking effects of a capsized boat, or a friendly nudge into a fountain). Each dose of *Primal's weaponblack* is enough to coat two daggers or one sword.

Whetstone

XP Value: 1,200

GP Value: 6,000

New Item

As most warriors know (or soon discover), the condition of one's weapons is an important consideration for a fighter. The more pristine, rust-free, and sharp the weapon, the better the chances are for survival in combat. One way to remove the rust and dullness from the blade is an occasional use of *Primal's whetstone*. This small magical stone is approximately 2 inches

long, 1 inch wide, and ½ inch thick. By simply caressing the weapon's edge with this stone, the weapon magically regains its sharpness, and the rust of months of neglect vanishes. Since even magical weapons can show the signs of age, the whetstone is helpful in restoring these wondrous weapons. The whetstone can be used 100 times before it loses its enchantment. Once the enchantment is gone, the whetstone can be used as a normal sharpener.

When used on any nonmagical weapon, *Primal's whetstone* temporarily enchants the item with a +1 bonus to attack and damage rolls. This bonus lasts for 2d8 successful strikes against opponents. Once the randomly determined strikes are used, the enchantment wears off and the weapon returns to its nonmagical form. If used on a magical weapon, the whetstone grants an additional +1 bonus for 1d4 successful strikes.

Prison

Prisons are used to hold creatures against their wills. Magical prisons are compact, ingenious devices, so unassisted escape from them is difficult, if not impossible. Some enchanted prisons also make rescues difficult by interfering with scrying, tracking, and some forms of communication.

Castellan's Magical

XP Value: 4,000

GP Value: 20,000

The Gauntlet

This prison of Castellan's Keep does not consist of a physical place but employs a variant of the *imprisonment* spell. When the keep was first built, four magical cells were established and the jailers were provided with a number of magical gems with which to operate the system. Black gems allow the user to imprison creatures in a specified cell, while white gems were used to release them.

An instruction book and a supply of black and white gems were given to Castellan, but a number of white gems were mislaid. Since the gems could each be used only once, the time came when only two black gems remained. This made the system useless and left some prisoners trapped in the cells. The book is on the desk in Castellan's room.

The last Guardian hid an emergency supply of four white gems in a *Leomund's secret chest*, the replica of which is hidden in a compartment in the

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painted room in the undercroft. The instruction book includes a reference to these gems but the secret door leading to the undercroft had been forgotten, and so the gems have never been found.

The instruction book and the two black gems were found by an ogrillon when the keep was taken. When the giantess was brought to the keep, the ogrillon imprisoned her with one of the remaining black gems, heedless of the problem of her release.

The imprisoning process can take place anywhere in the Keep. All that is necessary is that the victim is touched with a black gem and the words "Go hence unto . . ." are uttered, followed by the number of the captive's cell. The creature fades and vanishes as it is sent to the cell and the black gem breaks into fragments. The creature will not be imprisoned (and the gem will remain whole) if an occupied cell is specified.

Releasing creatures can only take place in the release chamber. To release a prisoner, a white gem is placed on the spiral pattern in the center of the floor and the command "Come forth from . . ." followed by the cell number, is spoken. A few moments later the gem shatters and the prisoner appears in the center of the room. If an empty cell is specified or if the procedure is carried out other than in the release chamber, nothing happens and

the gem remains whole.

In either case, there is no saving throw for the captive, and while imprisoned, creatures are affected by the equivalent of a *temporal stasis* spell.

The Instruction Book: This book may be found on Castellán's desk. It has a rich, tooled leather binding with the words *The Prison* in gold leaf on the spine. The front cover is nearly an inch thick and has 36 padded compartments (each about half an inch wide and deep) hollowed out on the inside. These compartments are used to hold the black and white gems used to operate the prison. All are now empty.

The first five pages of the book explain how the imprisonment system is operated. When the adventurers read the book, the DM should give the players a summary of the procedures detailed above.

The sixth page contains a reference to a cache of white gems for use in an emergency. Their location is given as the secret compartment at the top of one of the columns in the . . . painted room with pillars beneath the keep." The text does not describe how to get to the room but, once there, the adventurers automatically find the compartment, following the directions given.

The book contains no reference to the *Leomund's secret chest* since the last Guardian only decided to leave this at the keep in a last-minute, emergency measure.

The next three pages contain records of prisoners kept in the cells. All but the last two entries (shown below) have been carefully crossed out:

- (Neatly written) "Cell Four; Lorganarch." The date given for its imprisonment is about 50 years ago. There is no release date given.
- (Scrawled) "Bloodfire's daughter—Number Three."

Although the reference to the imprisonment of the fire giantess in cell three is correct, the detention of a volt in cell two was never recorded. Also, as a result of the exchange it has performed the *Gauntlet* is now in cell four with a giant two-headed troll.

There follow seven blank pages. Written on the inside of the back cover are the words "*Fram cweartern theostre, cume.*" These are the command words for the return of the *Leomund's secret chest*.

Genie

XP Value	GP Value
Dao Decanter: 2,000	10,000
Dao Geode: 2,000	10,000
Djinn Bottle: 2,000	10,000
Efrete Bottle: 2,000	10,000
Marid Ewer: 2,000	10,000
Noble Genie: 6,000	30,000
Noble Dao: 6,000	30,000

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These magical devices come in a variety of forms in the Land of Fate: bottles for djinn and efreet, stoppered ewers for marids, and geodes or crystal decanters for dao. They are used by sha'ir to capture and discipline genies. Some captured genies deserve their fate for being mischievous, dangerous, or hateful. Some are innocent of any crimes, but were imprisoned by evil or misguided sha'ir. All claim innocence in such matters. The following types of genies may be found within any bottle:

Roll	Genie type
01-24	Djinni
25-48	Dao
49-73	Efrete
74-96	Marid
97	Noble Djinni
98	Noble Dao
99	Noble Efrete
00	Noble Marid

An imprisoned genie may be charged, upon release, to perform certain actions. The DM may choose or roll randomly from the following table:

Roll	Task
01-20	The genie must perform three tasks for the opener of the bottle. If the genie has <i>wish</i> granting powers, the creature may use those to perform the task.
21-70	The genie must serve the opener of the bottle for 1,001 days.
71-80	The genie must attack the opener of the bottle. Good-aligned genies leave their opponents unconscious but alive; otherwise, they fight to the death.
81-86	The genie must bring the opener of the bottle to a particular location, which may be a treasure vault, wizard tower, or city bazaar, DM's choice.
97-90	The genie must locate a particular item

and may not leave the opener of the bottle until that item is found. The genie is under no obligation to serve the opener of the bottle.

- 91-00 The genie has gone insane and will attack all within reach upon release. Any item or spell that cures insanity will bring the genie back to his senses. The genie will then perform three tasks for the individual.

of Zagig

XP Value: 2,750 GP Value: 25,000

The Lost Caverns of Tsojcanth

Only five of these brass devices are believed to exist. Each is nearly identical, appearing to be nothing more than a small, well-made bird cage. Normal handling or examination does not reveal them to be magical. If a *detect magic* spell is cast on the *prison of Zagig*, there is a 50% chance that magic of an uncertain nature will be detected—either no particular type of *dweomer*, or a false type of magic.

Each prison-cage has permanent *antimagic* and *antidetection* spells that protect the exterior and interior of the cage.

The *prison of Zagig* is usable only by a wizard, and attunes itself to the possessor when he or she learns the spell word that activates the prison. Activation has two effects. The first is that the door of the cage is sealed by a *wizard lock* as if the possessor had cast it. The second effect is that the possessor is able to imprison a creature in the cage by speaking a trigger word and uttering a special *command* spell with a casting time of one round.

The *command* must contain the personal name of the creature to be imprisoned. If the creature does not have a personal name, its history must be recited in great detail.

The creature being commanded into imprisonment receives a saving throw vs. spell. If successful, the creature is unaffected. If it fails, the creature is reduced to a 3-inch height and is instantly teleported into the cage. Since magic does not function within the cage, imprisoned creatures cannot free themselves with spells or magical items. An imprisoned creature does not need food or water while imprisoned, and is instantly restored to its former size and abilities once freed.

A *prison of Zagig* cannot be damaged by force

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or magic. An imprisoned creature can be freed by the owner of the prison or by a wizard able to break the *wizard lock* without using spells (a wizard 4 or more levels above the owner of the *prison of Zagyg*). A *wish* or an *alter reality* spell can also be used to open the cage. A creature inside a *prison of Zagyg* cannot be located by spells or magical items, only by normal sight and hearing.

Words necessary to operate a *prison of Zagyg* are:

- *Activation Word*.
- *Trigger Word* (used to begin the imprisonment of a subject).
- *Command Spell* (naming or describing the history of the subject).
- *Freedom Word*.

of Zagyg

XP Value: 2,750

GP Value: 25,000

Unearthed Arcana

Only five of these brass devices are thought to exist. Each is nearly identical, appearing to be nothing more than a small, well-made birdcage. No amount of normal handling or examination will reveal it to be magical, but if a detect magic spell is cast upon one, it is 50% likely to show a vague dwomeer of uncertain nature—either no class of magic or an erroneous one will be detected. Each prison-cage has a permanent antimagic and nondetection spell in and upon it. Each such item attunes itself to the wizard possessing it when he or she learns the wording which activates that particular *prison of Zagyg*. Speaking the activation word has two effects: First, the door to the cage is immediately held fast by a *wizard lock* spell as if the possessor had cast it, and that portal can be opened only from the outside by a character of the wizard profession who can normally overcome such a *wizard lock* without resorting to additional magic. Second, the cage is attuned to a single trigger word which will enable its possessor to imprison a creature within the cage by invoking an enchantment of one round casting time. This command spell must name the true name of the creature to be imprisoned, or else its history (in great detail) in the case of creatures without a name. If the creature being commanded into imprisonment fails to make its saving throw vs. spell, it shrinks to about ¼-foot in height and is instantaneously transported into the cage. Since magic does not function within the cage, the imprisoned creature cannot itself escape. It can be freed by a wizard able to open the door of

the device or by any other being who can do so by use of a wish or an alter reality spell. A Prison of Zagyg cannot be harmed or affected by the use of force or magic. Any creature inside cannot be located by any means except actual sight or hearing due to normal proximity. Naturally, the possessor can free a prisoner by use of a single freedom word. Once freed, the former captive is restored to its former size and abilities. Imprisoned creatures need neither food nor drink when in the cage, for its magic negates the need for either.

Prosthesis

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 73

These prostheses (artificial arm or leg) magically enable a "wearer" to hide the fact that he or she has lost a limb or an eye. It won't necessarily allow full use of the body part as though it were "real," but the enchantment will prevent any observer from noticing the wearer's inability to use it fully.



Psychometron of Nerad

XP Value: —

GP Value: —

Book of Artifacts

The *Psychometron* is a small, clear gem about 1 inch in diameter. It is mounted in a headband of gold and carru leather. The gem is perfectly round

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and sparkles even in complete darkness. It would appear to be worth a king's ransom simply as a piece of jewelry. This item originated on Athas.

Six Kings' Ages ago, a powerful psionicist and preserver, Nerad the Wise, arose in the wastelands along the shores of the Sea of Silt. After wandering the wilderness and aiding people of good heart, Nerad was perhaps the first to attempt the transformation from preserver to avangion.

Nerad ultimately came to a spectacular end, as the dragon hunted down and challenged him. The preserver was trapped and could not avoid the fight. Anticipating his defeat, he gave his most valued possession—the marvelous *Psychometron*—to one of his retainers and told her to flee with it. The woman subsequently took the gem to a Villichi community in the Tablelands. Since that time, the *Psychometron* has been used by the Villichi on occasions when they needed its power to defend their community.

The *Psychometron* is a psionic artifact, useful only in campaigns where psionics are employed. An Athasian character looking to follow in Nerad's or Korgunard's footsteps could be aided significantly by the *Psychometron*. Furthermore, the gem provides heroes with powerful defenses that could enable a group to challenge a sorcerer-king or one of the great monsters of the wastes. However, the Villichi believe the gem belongs to them and will eventually ask for its return.

Constant Powers: The *Psychometron* radiates a 10-foot circle of +2 protection to the wielder's saving throws and power scores in the *telepathic* or *metapsionic* disciplines. It also functions as a *receptacle* containing 150 PSPs, which can power the owner's psionics (PSPs regenerate at the rate of 25 per hour). The *psychometron* radiates *non-detection* and obscures any attempt to scribe the wielder, either psionically or magically.

Invoked Powers: When the *Psychometron* is within the radius of a defiling spell, the gem protects the earth from defilement, sacrificing 1 PSP for each radial yard that would be destroyed.

The *Psychometron* is an *empowered* item with the following disciplines installed: Aura Sight, Aversion, Awe, Complete Healing, Contact, Displacement, Energy Containment, Mind Bar, Mindlink, Radial Navigation, and Teleport.

Curse: The *Psychometron* is imbued with the powerful personality of the avangion Nerad, so its owner is subject to *artifact possession*. The device seeks an end to slavery and oppression,

demanding that the owner attempt to bring down the sorcerer-kings and the dragon.

Suggested Means of Destruction:

- Cause an earth drake to devour it.
- Let no light touch it for 99 years.

Puppy Putty

XP Value: 250

GP Value: 400

POLYHEDRON Newszine 82

This material is found in small, sealed jars. *Puppy putty* is a black clay, somewhat cold and wet, but pleasing to the touch. To use *puppy putty*, a character must mold it into a round ball and press it firmly on the end of his nose. The putty will remain on the wearer for 1d4+1 hours, unless it is removed earlier.

One round after it has been applied to a nose, the character's sense of smell becomes remarkably acute and he or she is compelled to travel on hands and knees. The character gains the tracking proficiency while the putty is in place. Characters who already possess the proficiency temporarily gain a +3 bonus to the proficiency score. The wearer gains a +2 bonus to surprise rolls. Further, a character wearing *puppy putty* gets +2 on saving throws vs. poison gas, due to the character's increased chance of noticing the gas and reacting before complete exposure. A jar of *puppy putty* usually contains four uses.

Pyramid Energy

XP Value: —

GP Value: —

Kingdom of Nithia

Throughout Nithia there are pyramids dotting the desert and badlands. Some are well known, such as those in the necropolis of Tarthis, located some two miles south of the city. Others have been hidden in the deep desert and badlands for ages. Pyramids are grand structures that seem to radiate great power. Foreigners are generally struck dumb with awe for the enigmatic Nithian pyramids.

Almost all Nithians believe that one day, the dead will arise to walk the world again. This tale has been passed down throughout the ages since before the Nithians arrived in the Hollow World. For an equal time, great pyramids have been built to serve as burial tombs capable of spanning the ages until the time of rebirth at last arrives. It is believed that when that day comes, only those properly entombed will rise to take back their possessions, lands, and power, living an everlasting life. Some even claim that all will then be equals with the Immortals and live among them.

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This belief is so strong that almost every Nithian would gladly die to share a sarcophagus in the Pharaoh's tomb, even if his life were cut short to do it. The prime motivators for this are not so much love and respect for the Pharaohs as they are hope and greed—hope that one may be selected by a dying Pharaoh to accompany him or her, and greed for the powers that may result from this ritual burial.

As soon as a Pharaoh comes to power, one of the first acts he or she performs is the authorization for initial construction of a personal pyramid. This is a lengthy process, occasionally the Pharaoh dies before the tomb is complete.

Pharaohs are not the only people who make pyramids, but they are the only ones who may authorize their construction. Few have the wealth and power to bring such a project to completion without the Pharaoh's aid.

All this simply supports the fact that the Nithians, though proud, are essentially a simplistic, superstitious people who are blind to the light of reason. They are obsessed with death. Only a backward, barbaric culture would promulgate the belief that flinging oneself into an open grave would impart 'mystical powers'.

Pyramid energy can be used to perform many acts. Other applications (and misuses) are outlined below. Of course, a *pyramid energy collector* is necessary to perform any task involving *pyramid energy*. If something is desired that is not on this list, the DM should determine if it is possible at all, and how much it costs. To do this, the DM may use the following examples as a base. *Pyramid power* can be used to perform almost anything associated with mysticism and magic. The primary uses of *pyramid power* involve household magic, and powering the engines of *hover-chariots* and the mighty *hover-barges*. Other more expensive uses of *pyramid energy* are listed below, along with their point costs.

Use	Cost
Healing	2 points per round
Control Statue	5 points per round
Research	10 points per hour
Create Undead Warrior*	1000 points
Activate Undead Warrior*	100 points

* Used only by followers of Thanatos or Ranivorus.

Healing: This use of pyramid energy allows the user to heal 1 point of damage for every 2 points of pyramid energy used. For most people, this means a swift drain on the day's *pyramid*

energy charge. However, when there is no other way to help the severely injured, many people use this power without hesitation. It is especially useful when used in conjunction with the five-point household spell, *set bones*.

Control Statue: This application allows the user to "remote control" a statue into which a *pyramid energy collector* has been built. Using *control statue*, a statue can be made to walk around and perform simple tasks, like bashing one's opponents. Statues cannot speak, and have no intelligence. No statue smaller than man-sized can be controlled with this ability. Furthermore, the point cost given above for *control statue* is a median, based on a man-sized statue. Individual strength, Hit Dice, damage, and pyramid point cost to run is adjusted based on their size as follows:

Size	Str	Hit Dice	Dmg	Points/Round
3-6'	18	4+4	1-3*	5
7-11'	18/50	6+6	4-6*	10
12-24'	20	10	9-11*	20
25-50'	23	20	2d8+11*	30
51-100'	25	30	3d10+14	50

* Or by weapon type. Strength bonuses apply when weapons are used.

Human-sized statues usually have an AC of 6 (due to being stone). The statue's Armor Class may be adjusted by size and type of stone from which it is made.

Research: This application allows a wizard or priest to access a "spirit library," consulting with wise folk in the afterlife to gain insight into new magical spells. To use this skill, one must first invest 10 points of pyramid energy per hour of "consultation" then roll on the following table, or pick a result as you see fit:

Roll	Result
1	Spirits cannot be bothered. No assistance available.
2	Receive a small hint. Reduce research time by one day.
3	A capricious wizard (or priest) lied. Double the research time.
4	Contacted the wrong spirit. The spell is successful, but add ¼ to research time.
5	Contacted an eccentric individual. The spell yields results are different from what was intended (DM adjudication).

- 6 The spell is very important in the scheme of things. Halve research time.
- 7 Cosmic censors pull a fast one. Quarter the research time, and reduce spell effects by half.
- 8 Cosmic censors really dislike the spell. Everything works (special effects, light, and sound), but the spell is a dud.
- 9 Hard work pays off. Research time reduced to $\frac{1}{4}$ of original amount.
- 10 Immortal sees the spell research and says, "Neat!" Research time cut to overnight.

Create Undead Warrior: This magic is used by followers of the Immortals of Entropy to create guardians for crypts, strongholds, and other places of power. For detailed information on the processes by which a body is mummified, consult your local library's Egyptology section. However, in game terms the process involves special enchanted lacquers, and a complex curing process. During this time, the mummy is bathed in *pyramid energy* (100 points per week) for nine weeks. At the end of this time, the final 100 points are shunted into an amulet, placing the warrior under the creator's control.

Undead warriors fight and cast spells at the same levels of ability as when they were alive. Movement rates are also the same. They react to priestly "turning undead" as a vampire. They are also immune to spells such as *charm*. Due to the enchanted lacquers and special drying processes used in their creation, all undead warriors have a base Armor Class of 2. They can wear armor and use the same weapons they used in life.

In combat, an undead warrior is a tireless fighting machine. It does not check morale, nor does it give quarter. If the party chooses to retreat or run away, it pursues, not stopping until it either destroys the party to the last character or is itself destroyed.

Destroying an undead warrior can be a difficult proposition. Simply beating on the construct may damage it, but the pieces remain animate, imbued with a sense of deadly purpose. Burning the thing is an option, since the lacquers used in the undead warrior's construction are quite flammable. The final option is to destroy the thing's control amulet, which causes the warrior to crumble into dust.

Control Undead Warrior: This magic is the "spark" needed to set undead warrior into deadly action. As shown by the point cost, this is an investment of power. Such a thing is not



without drawbacks—there is a 25% chance that the warrior is "flawed" and attacks its owner upon activation.

The pyramids often have certain magical effects on those who venture within them. A sample list of these effects follows:

Roll	Effect
1	Turning undead always fails.
2	<i>Mummy's Curse</i> (see below).
3	Anyone who takes treasure loses 1 XP for every 10 gp taken.
4	No 1st-level spells will function.
5	All spells have a 25 % chance of functioning at twice the normal power or duration.
6	All spells have a 25% chance of failing.

At the DM's option, a *mummy's curse* causes would-be tomb robbers to make a saving throw vs. death magic, or fall ill and slowly die over the course of the next 30 days. Another curse effect may cause the victims to go insane and wander aimlessly through the tomb, to be picked off one by one by the tomb's defenses. Returning the treasure and apologizing sincerely to the person entombed negates all negative effects. Feel free to invent other fiendish manifestations of the dreaded *mummy's curse*.





Queen Ehliissa's Marvelous Nightingale

XP Value: 22,500

GP Value: 112,500

Eldritch Wizardry

This bejewelled songbird seems to actually spring to life when its mechanism is activated. The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the nightingale opens its glittering wings, hops to the highest perch in the cage and performs. It is rumored that the eyes of this artifact shoot forth scintillating rays of brilliant color, each color having a different effect; its songs likewise are able to work magical wonders; and if the rays and songs are directed in combination powerful spells are supposedly woven.

It is known that the device throws forth a protective sphere, preventing detection or magical (or psionic) intrusion in a 30-foot radius. Those within this sphere are reported to neither hunger nor thirst as long as they remain within. Queen Ehliissa bent all to her will with the enchantments of the device, and throughout her reign of several centuries the nightingale never escaped its confinement. The nightingale has the following abilities and penalties:

- *Detect evil* (or *good* if evil, or both if neutral).
- *Speak with animals*.
- Generate a double effect *slow* spell twice a day.
- There is an increasing chance that the power confined in the object will break free, take over the wielder of the item by destroying the individual's soul, and then (masquerading as the person) kill all of the hirelings and associates of the person. The chance should range from 1% to 4%, cumulative, per use of the item.
- User may restore 1 lost level (as in *restoration* spell) once per week (perhaps one drained from a nearby friendly player character).

Queen Ehliissa's Marvelous Nightingale II

XP Value: —

GP Value: —

Book of Artifacts

With crystal eyes, tiny golden feathers delicately layered over its body, and a small windup key on its underside, *Queen Ehliissa's marvelous nightingale* is a beautiful golden songbird mounted in a golden cage.



Last in a line of benevolent rulers, Queen Ehliissa treated everyone in her domain fairly, and no one lived in poverty or want. Having no family, Queen Ehliissa raised song birds, her favorite being a nightingale that she loved dearly. Each night she would sit and listen for hours as her beloved bird would sing the most beautiful songs. Sadly, the nightingale died, on her birthday no less. Devastated, Queen Ehliissa went into mourning. Her subjects, fearing for their beloved queen, sent for their greatest artisans, bards, wizards, and craftsmen. For one year they labored, and on Ehliissa's next birthday, they gave her the mechanical nightingale. The music that came forth was so pure and lovely that it soothed the queen and her sorrow melted away.

The nightingale can be used by anyone and provides excellent role-playing opportunities. Perhaps Queen Ehliissa's land is overrun by a barbarian horde, which makes off with the beloved nightingale. She hires a group of would-be heroes to retrieve her stolen songbird.

Invoked Powers: A narrow groove with five notched slots is embedded in the bottom of the

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cage. By moving a small lever into different notches, the *nightingale* plays five different songs each associated with a power. Indoors, the area of effect is the entire room; otherwise it is as if cast by a 20th-level character.

Slot Power

- 1 *Bless* (7/day).
- 2 *Music of the spheres* (5/day).
- 3 *Unceasing vigilance of the holy sentinel* (1/week).
- 4 *Zone of truth* (1/week, no saving throw).
- 5 *Emotion* (1/day). If the emotion is not chosen, one is selected randomly and lasts 2d4 rounds. Selected emotions last as long as concentration is maintained.

Curse: Anyone possessing the *nightingale* becomes increasingly childlike. Monsters cause the PC to flee in panic for 2d4 rounds. Each night there is a 50% chance that the owner is too frightened to sleep, preventing healing and the memorization of spells. Should sleep be lost for 3 consecutive nights the owner is incoherent and sluggish, with attributes dropping by 1 point. The owner must always speak the complete truth. For each month that the *nightingale* is possessed, one experience level is lost. Once the *nightingale* is given up, these negative effects are gradually reversed over the same amount of time.

Suggested Means of Destruction:

- It must be given to the king of songbirds.
- It must be smashed by a tinker gnome with the strength of a titan.
- It must be exposed to the most wretched cord playable on *Heward's mystical organ*.

Quill Pen

A quill is a large feather that can be dipped in ink and used as a writing tool. Quills are most often found in the possession of sages, scholars, spell casters, bookkeepers, and where research or writing materials are common. (See also **Pen**.)

of Copying

XP Value: 5,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Rules Cyclopedica

A quill is a large feather that can be dipped in ink and used as a writing use. Usable only by spell-casters, this quill can be commanded to copy any

spell on a scroll. It copies only one spell per week at most. The original scroll must be burned, and the ashes mixed with rare ink (of 1,000 gp cost). The quill is then placed on a blank scroll along with an inkwell containing the prepared ink. Upon command, the quill starts to write, creating two identical spells on the scroll instead of the single original. If the scroll burnt contains two or more spells, only one spell is copied—either the lowest level spell or (if more than one is the same, low level) a randomly selected spell. The quill cannot copy *protection scrolls* or any other writing except spell scrolls.

Unfortunately, there is a 25% chance per use that the quill suddenly drains its ink, spoiling the entire scroll upon which it is writing. The blot thus created cannot be removed from the parchment by any means but a *wish*.

of Erasing

XP Value: —

GP Value: 1,500

The Book of Marvelous Magic

This quill looks like any other quill. However, when moved, it causes one scroll carried or owned by the victim moving it (regardless of range) to be erased, destroying all the magic inside it. If no scrolls are carried or owned, the quill destroys one spell in a spell book carried or owned; failing that, it erases a magical book carried or owned. If it can find nothing of the victim's to erase, it turns on the creature closest to the victim and in the same order continues searching until it can erase something. The quill functions each time it is touched and continues to destroy written magical materials for as long as it is held, until three scrolls or writings are destroyed. After erasing three times, the quill erases itself and disintegrates.

of Forgery

XP Value: 4,000

GP Value: 20,000

The Book of Marvelous Magic

This quill may be commanded to imitate any writing with perfect accuracy. A written sample containing at least 10 words in the style to be copied must be burned and the ashes mixed with the ink to be used. The quill can perfectly forge a written text of 100 words or less per use. It may be used only once per week.



Kuroth's

XP Value: 5,500

GP Value: 27,500

DUNGEON MASTER Guide

There can be little dispute that the master thief Kuroth was the most successful of his profession, and several sages attribute his performance to the acquisition of a writing instrument of unknown antiquity that now bears Kuroth's name. This Quill reportedly draws and writes infallibly upon command, depicting whatever its possessor sees or speaks accordingly. It also is supposed to be able to find treasure (as a potion of treasure finding) one time per month.

Kuroth's II

XP Value: —

GP Value: —

Book of Artifacts

Kuroth's quill is made from a white feather taken from the wing of a full-grown male griffon—its writing nib is made of gold.

During the Age of Veth, beyond the Wasted Lands, an apprentice wizard named Baalice, possessing great potential and little discipline, was determined to prove his abilities to his master. On a day when the apprentices were alone, Baalice snuck into the master's study and used his spell book. He tried what appeared to be a simple summoning, but the spell went awry,

and two dretches arrived from the Abyss. Baalice managed to send them back, but his right arm was mangled and his best friend, Julian, was killed. Although his arm was healed, Baalice believed it to be permanently crippled. The torment of his failure and his friend's death became overwhelming. Baalice came to believe that the only way to find peace was to ultimately right the wrongs he had inflicted, so he dedicated himself to amassing arcane knowledge. The drive to correct the situation became an obsession, though, until he was convinced that the only way to succeed was to achieve immortality. Baalice decided to become a lich.

Once transformed, Baalice took up residence in a lonely stone tower by the sea. He strove to fix the damage he had done, but nothing ever set things completely right. Over the years the lich's obsession grew, until a possible solution formed in his mind. For three decades Baalice spent all his energies researching and creating a writing instrument capable of altering events. When he finished, he believed he could finally set the events right again. All too soon, though, he discovered that each change he made became twisted in some way and often led to greater problems—even for someone of his powers. In sorrow and rage, Baalice planned to destroy the quill.

One afternoon, Kuroth, an able thief, wandered into an inn near Baalice's tower. He happened to overhear a table of local folk discussing strange happenings at the tower. Upon inquiry, Kuroth learned that during the previous two months the stone tower had transformed into a mighty fortress, smoldering ruins, and then back again into its original form. Seeking the source of these great curiosities, the thief slipped into the stone tower and stole four rubies, one sapphire, and an engraved ebony box containing the quill and some fine parchment paper. While recording the items stolen, Kuroth accidentally wrote four sapphires and four rubies. To his amazement, there were now four of each gem on the table before him. Kuroth was quick to realize that the pen was the source of the tower's mysteries. Not wishing to attract undue attention, Kuroth immediately wrote, "The previous owner of this pen believes that the quill pen, four rubies, and one sapphire were lost." Not certain that this would be clear enough he wrote, "This quill pen is the rightful property of Kuroth, and shall from now on be known as *Kuroth's quill*."

Soon Kuroth sat at the head of the local thieves' guild and had many interests extending throughout the region. After his death, many of Kuroth's closest associates shook their heads as they told of the guild masters' insistence upon keeping the guild's books and ledgers himself.

Over the years, the quill pen passed from hand-to-hand and ended with a caravan driver. He sold it to Sharmana the merchant, mumbling something about how his best team had died of what he wrote down. Not believing the superstitious man, Sharmana promptly shelved it and forgot about it. Six months later, his beloved daughter accidentally drowned in the lake. Months later, still bereaved, Sharmana wrote in his journal, "I wish my daughter back at my side." The popular folk tale tells of the decayed remains of Sharmana's daughter leaving the graveyard.

Kuroth's quill has the power to alter the course of a campaign—it is the equivalent of giving a character an unlimited number of twisted *wishes*. For this reason, the PCs should have limited or no contact with the quill, and should strive to prevent anyone else from using it as well.

To avoid all possible confusion, the DM should have any players actually write down what their characters wish to write with the quill. If a character does not command the pen to write infallibly, any and all errors written are subject to interpretation and substitution by the DM (see examples under **Curse**). It is important to remember that no *wish* is innocent; all have consequences.

A possible adventure might have the party returning to a small fishing village after vanquishing a horde of monsters, only to find that it is now a massive fortress bustling with activity. As they unravel this mystery, more events are rewritten, and the one of the PCs might even suddenly change or shift—perhaps becoming a member of the king's staff or maybe a lowly stable servant. This PC will not know the rest of the characters, believing in this new life completely. The rest of the group will have to find a way to rectify this, while the DM plays that character as an NPC for a while. Of course, anyone with an inkling of the pen's powers will want to possess it for themselves, so preventing unscrupulous individuals from acquiring it is an adventure in itself.

Constant Powers: The user gains the benefits of a *comprehend languages* spell as long as the

pen is in hand. Any illiterate gains the nonweapon read/write proficiency for 1d4 hours (1/day).

Invoked Powers: The user of the quill is able to alter reality by writing it down on a piece of parchment, similar to the 9th-level wizard spell *wish*. The quill cannot be used more frequently than every 12 hours (6/week). The pen also writes or sketches an infallible description of what the writer sees or speaks upon command. The quill functions as a *potion of treasure finding* while held (1/month).

Curse: While the quill grants *wishes* and alters reality, there is always a price to be paid; for every boon there is a bane. Illegible or smudged words are omitted from the request entirely. Misspelled words are substituted to the best of the quill's ability. For example, if a character writes, "I wish to have a roster for all of the taxpayers in this county," and accidentally misspells "roster" as "rooster," the PC is going to be overwhelmed with crowing roosters from all the surrounding farms.

Even correctly written requests have a "monkey's paw" effect. The pen does not create things; rather, it draws upon existing material to grant the *wish*. If a party requests a vast fortune, they could find themselves teleported inside the king's treasury. A wizard might write for desired magical spells, awakening in a heap of ancient tomes. At the same time, a nearby kingdom suffers the wrath of an archmage whose library has disappeared.

Suggested Means of Destruction:

- The words "*Kuroth's quill* was never made" must be written 100,000 times.
- The lich Baalice must be located, his memory of the pen restored, and it must be returned to him.
- The quill must be taken back in time and given to the apprentice Julian at the moment of his death.

of Law

XP Value: 7,000

GP Value: 35,000

Tome of Magic

This magical pen is used by despots and good rulers alike to ensure that their laws and proclamations are obeyed. Anyone reading a posted proclamation or law that was written with one of these pens must obey the law, regardless of whether it is a good law.

This effect applies only to persons who actually see the written message. If a person knows about the law but has not read a notice written with the quill, he or she still has the option to obey or break the

law. Once read, however, it must be obeyed.

The magical effect is limited in that only the three most recent laws written with the quill maintain this power. Laws written prior to the most recent three can still be law, but citizens are not compelled to obey them.

Creatures with 15 or greater Intelligence and 12 or more Hit Dice or levels are entitled to a saving throw vs. spell when viewing the proclamation. If the saving throw is successful, the effect is negated and the person is left to his or her own moral decisions.

of Longwriting

XP Value: 4,000 **GP Value:** 20,000

DRAGON Magazine 30

The *quill of longwriting* is a writing instrument that Orlow developed to eliminate the bother and mess of inkwells. It has no limit to the number of pages or words it can write.

of Necromancy

XP Value: 6,000 **GP Value:** 30,000

The Book of Marvelous Magic

This quill can write the words of the dead. It must be filled with special ink containing powdered bone (100 gp cost per use) and then placed along with a parchment on the grave or body of any dead creature. When preparations are complete, the command word is spoken; the quill then creates a *speak with dead* spell effect as if a priest of 21st level. The user may ask three questions and the answers from the dead creature are written on the parchment by the quill. Other normal restrictions as described in the spell, particularly to matters of alignment, apply. The quill may be used once per day as long as the proper ink is available.

Porcupine

XP Value: — **GP Value:** 500

The Book of Marvelous Magic

This quill is identical to a *quill of forgery*. However, when used, it changes into a giant, magical porcupine (AC 4; HD 3; MV 9; #AT 1; Dmg 1d4 (bite) + quills; ML 12; AL N; if bite hits, 1d6 quills attack, each inflicting 1d4 additional points of damage). The porcupine attacks the quill user

immediately. Attack rolls are made normally, but this magical creature inflicts maximum damage (four points per bite and quill) per hit; it is also immune to all *charm* and *hold* spells.

of Pyrophilius

XP Value: 1,000 **GP Value:** 6,000

POLYHEDRON Newszine 82

More than two dozen quills are known to have been enchanted by a mighty magician living on Abeir-Toril. Each quill is made from a Ki-Rin feather, and the spirit of a sprite has been forcibly trapped within them. The sprite listens to any intelligible conversation within normal hearing distance and writes it down on the nearest piece of paper, or any other suitable substance. The quill never runs out of ink, and cannot move, other than to write. Any language that is heard by the quill can be transcribed, being written in the language being spoken. If more than one person is speaking at a time, the quill transcribes the loudest voice. The quill is activated by a specific command word, and can be deactivated by restating the command word, or physically destroying the item, which frees the trapped sprite.

of Scribbling

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This item appears to be a *quill of copying* but writes unintelligible gibberish. This does not become apparent until after the original scroll is burnt and mixed with ink. The original scroll cannot be regained from the parchment by any means but a *wish*.

of Scroll Creation

XP Value **GP Value**

Type I (with ink): 500 1,000

Type I (without ink): 250 600

Type II: 100/charge 200/charge

DRAGON Magazine 99

This enchanted writing tool is of great use to a mage or specialist wizard attempting to inscribe a magical spell scroll. It gives its user a 10% bonus to the chance of successfully writing a spell onto a scroll. The quill is only good for six uses (six spells), and loses its magical property when the sixth spell is finished. Each usage counts against the quill's capacity, whether or not the spell in question was successfully transferred to the scroll.

If the quill is used along with a special ink that is attuned to the item, the chance of success in the preparation of a scroll spell is increased by an additional 10%. The manufacture of the ink is a costly and time-consuming process, taking at least a week and requiring ingredients of at least 1,000 gp in value to make enough ink to last for six usages. This special ink must be mixed with the *ink* that a particular scroll normally requires. A bottle of this ink may be discovered along with the quill, but the ink is never found by itself.

A second type of *quill of scroll creation* does not require ink. The quill magically creates the ink it requires to write the magical spells on scrolls. This type of quill can write 1d100 spell levels of spells before its magic is spent. Each spell level is considered a "charge" in the case of figuring Experience Points and relative gold piece value.

of Swift Writing

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

Using this quill pen, anyone can write twice as fast as normal, with no loss of legibility. These pens are usually found in lots of 2d6, since the quills do wear out. The pens are appropriate for normal writing tasks, but not for the magical scribing of (for instance) scrolls or spell books.

of Transcription

XP Value: 4,000 **GP Value:** 20,000

The Book of Marvelous Magic

This quill may be commanded to write down all words spoken within 30 feet of it. The words transcribed by the quill appear in the language spoken and may require translation. It transcribes all normal words, but if any magical words are spoken, only the name of the spell or effect is transcribed, not the spell itself. It transcribes until commanded to stop and otherwise functions indefinitely, stopping only when it runs out of ink or parchment. When multiple voices are transcribed, the quill identifies each only by race and sex, numbering them in the order heard (human male #1, gargoyle #4, and so on); it writes all such nontranscribed remarks in Common. The quill's detection abilities cannot be blocked by any means; it hears and transcribes even if encased. It may be used most effectively with an *everfull ink well* and a *parchment of looping*.

of Truth

XP Value: 1,500 **GP Value:** 6,500

DRAGON Magazine 73

This is a metal pen, made of a near golden material, and having a replaceable, quill tip. Only statements *believed* to be true can be written with this pen.

Windscribe

XP Value: 2,000 **GP Value:** 10,000

Black Opal Eye

This magical quill is an intelligent item. If asked a direct yes or no question, it will answer accurately. Five questions may be asked altogether (treat as a *legend lore* spell).

Wondrous Writing Set

XP Value: 3,000 **GP Value:** 15,000

Oriental Adventures

This magical writing set comes in a lacquered box and contains a brush, inking stone, and inkwell with ink. When used for writing, the set improves the character's calligraphy proficiency by +2. Furthermore, if the character has a sample of another person's handwriting, he or she can create a perfect forgery of that person's handwriting, provided a successful calligraphy proficiency roll is made. The inkwell contains enough ink to write 1d4+1 pages.

Zellot's Quill of Law

XP Value: 8,000 **GP Value:** 40,000

1992 Fantasy Collector Card 385

Zellot's quill works pretty much the same as any *quill of law*: those who read edicts written with it are compelled to obey unless they possess either 15 or greater Intelligence or 12 or more levels or Hit Dice. Also, only the last three laws written have the compelling power. When it became obvious that people were deliberately avoiding Zellot's posts, however, he had to take additional steps to enforce his laws. Now thanks to a high-level alchemist Zellot's quill writes in a *hypnotic pattern*—anyone who so much as sees the parchment on the wall must successfully save vs. spell or be irresistibly drawn to read it.

Quiver

Quivers are containers used to hold arrows, quarrels, javelins, bolts, and similar missile weapons. Quivers usually have a strap that allows them to be slung over the back or attached to a belt. A plain quiver is usually included in the basic price of a load of missiles.

of Arrow Storing**XP Value:** 1,000**GP Value:** 4,000

DRAGON Magazine 133

This quiver appears to be a normal quiver, although it has magical properties much like a *bag of holding*. Up to 200 arrows can be held in the quiver without adding any further encumbrance to the bowman (the quiver itself weighs as much as a normal, empty quiver). The arrows in the quiver are easily accessible and may be of any sort—though finding the exact, magical arrow desired may prove difficult.

Black**XP Value:** 1,000**GP Value:** 5,000

Black Courser

This quiver contains one *black arrow* +3, which is replaced whenever it is used. After a hit is made, roll 1d4 to find the arrow's effect:

Roll Effect

- | | |
|---|--------------------------------------------------------------------------------------------------------------|
| 1 | <i>Death</i> (save vs. death magic for 3d10 damage). |
| 2 | <i>Magic drain</i> (victims' magic armor becomes normal armor, ability to cast spells is lost for 24 hours). |
| 3 | Victim <i>paralyzed</i> for 1d10 turns |
| 4 | Victim <i>explodes</i> (save vs. death magic for 5d10 fire damage). |

Unfortunately, every time one of these arrows is fired, the archer's hand blackens and withers slightly, reducing his Dexterity by 1 point permanently.

of Ehlonna**XP Value:** 1,500**GP Value:** 10,000

DUNGEON MASTER Guide

This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration if *detect magic* is cast, and examination shows that it has three distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows.

The second, slightly longer, compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow—spears or staves, for example. Such a quiver is always found empty, but once the owner has filled it, it can be commanded to produce any stored items each round.

In a DRAGONLANCE Campaign: The quiver of Ehlonna does not exist on Ansalon.

Frief's Magical**XP Value:** 1,100**GP Value:** 4,500

DRAGON Magazine Issue 133

Frief's magical quiver looks like a normal quiver, but radiates magic. If found on a captured or slain opponent, it contains 3d4 normal (70%) or magical arrows +1 (30%). If found in a treasure hoard, it contains only 3d4 normal arrows, as the magically created ones lose their powers if they haven't been used for four weeks.

Frief's magical quiver functions as a normal quiver until it contains only one magical arrow of any sort. When only one magic arrow is left, that arrow disappears and is replaced by 12 arrows with a magical bonus one less than that of the original arrow—an arrow +2 is replaced by 12 arrows +1; an arrow +1 is replaced by 12 magical arrows with no attack bonus (but useful against monsters like lycanthropes or gargoyles); a magical arrow with no bonus is replaced by 12 normal arrows, and so on. This continues until only normal arrows are left, but only one replacement occurs per day. The quiver does have one drawback; if an *arrow of slaying* is the arrow that would be replaced, 12 cursed arrows -1 appear. Also, under no conditions can the PC get experience points for the created arrows.

Never Empty Quiver**XP Value:** 2,000**GP Value:** 10,000

Kara-Tur

The *Glass Warrior*, detailed under the **Crystal Warriors** entry, carries this magical quiver, allowing it to have unlimited missile weapons at its disposal. The quiver magically creates whatever type of arrow or crossbow bolt is required by the user.

of Returning**XP Value:** 1,500**GP Value:** 10,000

New Item

A missile fired from this quiver always returns to it, ready for a second shot.

of Wrong Returning**XP Value:** —**GP Value:** 500

New Item

Missiles taken from this quiver and fired return to it—but they're always the wrong ones. If a crossbow bolt is fired, an arrow returns; an arrow returns a javelin, which, at least, is useful.





Rabbit's Foot

XP Value: 100

GP Value: 500

The Book of Marvelous Magic

If worn visibly on outer clothing or armor, this item gives the user a bonus of +1 to all saving throws. However, any herbivores seeing the item take an instant dislike to the wearer, having a -2 penalty to reactions.

Rag of Drying

XP Value: 250

GP Value: 1,250

DRAGON Magazine 30

The *rag of drying* absorbs and *teleports* into the ocean, one gallon of any noncaustic, biodegradable liquid per day.

Rainbow Scarf of Sinbad

XP Value: —

GP Value: —

DUNGEONS & DRAGONS Master Set

The success of the famous adventurer Sinbad the Sailor (whose whereabouts and even existence is now dubious) is said to have been caused by this simple item of apparel. Especially made to aid the Epic Hero on the way to Immortality, this device must be worn at all times. It may bring luck and intelligence, but it will bring hazardous adventure as well if even a tenth of the legends are true.

This is a silk scarf, 2 feet square, decorated in swirls of rainbow colors.

The artifact is not active when found. If it is worn while the user travels by sea, the powers of the scarf may be read in passing sea mists, by using both *read magic* and *detect invisible* spells, at the maximum rate of one power per hour.

Any power revealed can be produced by thought alone, without uttering any command words. However, the Intelligence 18 power is produced automatically whenever *open locks* is called forth, unless the user specifies otherwise.

Suggested Powers:

- *Cause Fear*
- *Bless*
- *Container* (1,000 pounds; Duration six hours.)
- *Open Locks* (75% success.)
- Saving throw bonus (+2 bonus.)
- Intelligence bonus (Increase to 18)

Suggested Handicap: When the scarf is first worn, the user's Wisdom drops by 4 points.



Suggested Penalty: 1d4 hostile monsters of some kind magically appear within 30 feet of the user. Select or randomly decide any monster from 1 to 12 Hit Dice.

Rakasta Tea

XP Value: 100

GP Value: 500

Rage of the Rakasta

Although strict carnivores and fierce warriors, the rakasta are also a highly civilized people. The rituals that they have created around tea ceremonies are complex and, in some cases, magical. Whenever a DM is rolling to generate treasure for a monster that is killed and the results call for that enemy to have a magical potion, a packet of magical tea leaves has been found instead. Although the effects of the tea are the same as the potion, the characters must spend a 1d4+1 rounds heating water and steeping the tea leaves before they can use it and gain the benefits.

Rake

A rake is a common farming tool, often made of wood, but sometimes having metal prongs. The handle is 3 to 5 feet long, and the 2d10 prongs may be stiff or flexible. Magical rakes have stiff metal prongs, set in a row.

of Climbing

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This rake will, on command, lengthen as much as 30 feet. If the prongs can be used to catch some outcropping or ledge, the user may hold onto the rake and command it to shorten, providing easy passage up most sheer surfaces. It may be used to descend by hanging from it and commanding it to lengthen.

Rake of Iron

XP Value: 3,000 **GP Value:** 12,000

Gods, Demigods, & Heroes

This item appears 3 feet in length but because of its magical origin and purpose it can elongate to as far as the user wishes. This rake was used by Lemmikainen's mother in recovering his body from deep under water. There is a 10% chance per turn of "raking" out the desired item (if it is there).

of Retrieval

XP Value: 200 **GP Value:** 1,000

The Book of Marvelous Magic

This rake lengthens on command in a manner similar to a *rake of climbing*. However, if it is touched to open water (pool, lake, ocean, etc.) while lengthened, it can be further commanded. If the user describes an item known or hoped to be in the water and within 360 yards, the rake lengthens further, searching for the lost item for one hour, and then shortens to normal size. If the lost item was within range, it is dragged out by the rake. Though the rake cannot retrieve a creature, it can be commanded to get an item securely fastened to a lost creature (such as a lost character's armor) by dragging the creature out with it. The rake may be used once per day. If used in any large body of salt water, there is a 10% chance per use that it will attract a large monster, such as a sea serpent, sea dragon, or other denizen of the sea.

Ship

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

A *ship rake* looks like and functions as a *rake of retrieval* in all respects. However, if taken aboard a ship or boat of any kind, disaster occurs. When it next approaches land, the ship's hull crumbles in spite of other protections and takes double its number of hull points in damage. A *remove curse* spell cast upon the rake (not the ship) destroys the rake and removes the curse from the vessel; only a *wish* can cancel the effect while leaving the rake intact. Thus, the destruction or loss of the rake virtually dooms the vessel.

of Smoothing

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This rake can be used to remove all traces of the user's footsteps, whether indoors or outdoors, no matter how clean and uncluttered the area. It affects only traces on the ground or floor. If the user is the last of a group, the traces of the entire group may be removed.

of Tracking

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This rake appears to be a *rake of smoothing*, but the user's (or groups') traces reappear in 1d4 hours and may be easily seen or smelled by any animal or intelligent creature, even if the original traces were few.

Razor

A razor is a small straight blade used to shave the hair off the face or legs. As a weapon, it is generally useless since it requires such close quarters to properly function. As a throwing weapon, however, it is totally useless.

Baltron's

XP Value: 500 **GP Value:** 2,000

Baltron's Beacon

The razor is magically sharp (as a *sword of sharpness*), but cannot cut living flesh. It is useless as a weapon but excellent for shaving.

of Close Shaving**XP Value:** 100**GP Value:** 10,000

POLYHEDRON Newszine 82

Prized by the nobility, these straight-edged razors are made of platinum and encrusted with diamonds. This is a *blade +1*, allowing the user to shave with little chance marring his or her face—if a perverse dwarf female uses it. Characters shaved with the razor gain a +1 Charisma bonus for that day. The razor is also useful in combat, functioning as a small knife.

of Truth**XP Value:** 800**GP Value:** 4,000

Land of Fate

This blade appears as a barber's razor, and has no benefit in combat. However, if used in the traditional fashion, it can be used as a tool of interrogation. When used to shave, the razor nicks the subject every time a lie is spoken (the nick is small and causes no loss of blood). In this fashion, a barber may gain information from the customer and judge its truthfulness. After the third cut, the razor cannot function for two days.

Regalia of Might**XP Value****GP Value**

Crown of LG: 10,000	50,000
Crown of LN: 10,000	50,000
Crown of LE: 10,000	50,000
Crown of NG: 10,000	50,000
Crown of N: 10,000	50,000
Crown of NE: 10,000	50,000
Crown of CG: 10,000	50,000
Crown of CN: 10,000	50,000
Crown of CE: 10,000	50,000
Orb of LG: 20,000	100,000
Orb of LN: 20,000	100,000
Orb of LE: 20,000	100,000
Orb of NG: 20,000	100,000
Orb of N: 20,000	100,000
Orb of NE: 20,000	100,000
Orb of CG: 20,000	100,000
Orb of CN: 20,000	100,000
Orb of CE: 20,000	100,000
Scepter of LG: 30,000	150,000
Scepter of LN: 30,000	150,000
Scepter of LE: 30,000	150,000
Scepter of NG: 30,000	150,000
Scepter of N: 30,000	150,000
Scepter of NE: 30,000	150,000

Scepter of CG: 30,000 150,000

Scepter of CN: 30,000 150,000

Scepter of CE: 30,000 150,000

Eldritch Wizardry

There are several sets of the crown, orb and scepter, one for each alignment. They are scattered across the world and well hidden. Each item is only useful to one who is of the same alignment as the item, others take 2d12 points of damage when touching it. The crowns of the various alignments look very similar, as do the orbs and scepters. Obviously a *detect evil* (or *good*) spell has no effect on them. They have the following abilities and penalties:

Orb of Lawful Good:

- *Levitation.*
- *ESP*

Crown of Lawful Good:

- *Charm monster* with -3 on saving throws twice a day.
- *Speak with dead.*
- User immune to disease.
- *Sleep* (also affects up to one creature of any level), 3 times a day.

Scepter of Lawful Good:

- User has no need to eat or drink.
- *Detect magic.*
- *Stone flesh* twice a day.

Two Lawful Good items:

- All powers of the two owned items.
- As long as user has artifact on his or her person, he or she acts as a magic drainer. Any magic directed at the owner has no effect, the user cannot employ magic, and any magical item that touches any part of his or her body permanently loses its magical ability.
- *Time stop* once per day.

Three Lawful Good Items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- This artifact compels the user to go on a *holy quest*. As soon as the user fulfills the quest, he or she is immediately sent on yet another quest.
- Artifact gives *legend lore* and *commune* upon command by the user.

Orb of Lawful Neutral:

- *Light.*
- *Read magic.*

Generate a 20-HD *fireball* once per day.



Crown of Lawful Neutral:

- *Invisibility.*
- *Detect invisible* objects.
- Generate a double effect *slow* spell twice a day.

Scepter of Lawful Neutral:

- *Fly.*
- *Detect evil* (or *good* if evil, or both if neutral).
- *Polymorph* any object with -2 on saving throws.

Two Lawful Neutral items:

- All powers of the two owned items.
- User becomes fantastically strong but clumsy. Treat as a 18/00 strength, except that instead of receiving a +4 hit he or she receives -5 on attack rolls and is equally clumsy in casting spells, prone to drop items, and damage breakable ones with his or her incredible strength.
- User granted one *wish* per week.

Three Lawful Neutral items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User goes insane for 1d3 days (roll for random actions).
- User may restore 1 lost level (as a *restoration* spell) once per week (drained from a PC?).

Orb of Lawful Evil:

- *Clairaudience.*
- Move at double speed.
- *Fear* with -2 on saving throws twice per day.

Crown of Lawful Evil:

- *Clairvoyance.*
- Move at double speed.
- *Cause serious wound* of double effect, twice a day.

Scepter of Lawful Evil:

- *Water breathing.*
- User protected against attacks as if wearing +1 armor.
- *Shape change* once per day.

Two Lawful Evil items:

- All powers of the two owned items.
- User has a poison touch. Anyone he or she touches must make a saving throw against poison.
- User may summon a fiend once per day. The fiend will serve the user for 2d12 turns.

Three Lawful Evil items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- Each time the artifact is used, user loses 1 hit

point permanently.

- All of user's abilities are raised to scores of 18 (18/00 for Strength), as long as user owns the relic.

Orb of Neutral Good:

- *Telekinesis*.
- *Wizard eye*.
- *Cold ray* of 10 HD effect three times a day.

Crown of Neutral Good:

- Detect traps and secret doors.
- *Cure light wounds* once per day.
- *Finger of death* with -4 on saving throws once per day.

Scepter of Neutral Good:

- *Fire resistance*.
- *Speak with animals*.
- *Regenerate* up to one half of all points lost in combat.

Two Neutral Good items:

- All powers of the two owned items.
- User cannot touch or be touched by any type of metal, it simply passes through with no effect.
- User has limited omniscience. He or she may ask the DM any question once a day, and if the judge actually knows the answer, all or part of the question may be answered at the DM's discretion.

Three Neutral Good items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User sustains double damage when attacked while using artifact.
- User granted one *wish* per week.

Orb of Neutral:

- *Speak with plants*.
- Adds 1d3 points to one ability while using the artifact.
- *Paralyzation* with -3 on saving throw three times a day.

Crown of Neutral:

- *Speak with dead*.
- *Levitation*.
- *Dispel magic* four times per day.

Scepter of Neutral:

- *Read magic*.
- User has no need to eat or drink.
- Generate a 20 HD *lightning bolt* once per day.

Two Neutral items:

- All powers of the two owned items.
- This artifact (which appears as some type of

weapon) has no power whatever until it is used to kill a certain, predetermined type of monster (example: a vampire). Once this type is killed with the relic, the relic immediately regains all of its powers. However, whenever another certain, predetermined type of monster is sighted (example: a troll), the artifact compels the user to attack and slay the monster, and when this is completed, the artifact loses all of its powers until another monster of the same type as first mentioned (a vampire, again) is killed.

- *Power word kill* once a day.

Three Neutral items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User has limited omniscience, and may ask the DM any question once a day—if the judge actually knows the answer, he or she may answer all or part of the question at the DM's discretion.
- Each time the artifact is used, the user loses 1 point on one of his or her abilities permanently, and the abilities may never be increased.

Orb of Neutral Evil:

- *Detect evil* (or *good* if evil, or both if neutral).
- *Detect invisible objects*.
- *Teleport* twice per day.

Crown of Neutral Evil:

- *Infra-vision*.
- *Clairvoyance*.
- *Conjure* one elemental, djinn, efreet, or invisible stalker once per day.

Scepter of Neutral Evil:

- *Wizard eye*.
- User protected against attacks as if wearing *armor +1*.
- *Stone flesh* twice per day.

Two Neutral Evil items:

- All powers of the two owned items.
- Use of this artifact causes the user to eventually become ethereal every time he or she is under stress. Each time it is used, the user has a 2% chance (cumulative) of going ethereal while under stress—after 10 uses the owner has a 20% chance of becoming ethereal when under stress. Being under stress is defined as any situation where the user faces any monster, trap, place or person that the user is uncertain that can be conquered or solved. After 50 uses, the user becomes ethereal every time that he or



she is under stress. The ethereal state lasts until the stress is removed.

- User becomes super charismatic. Any creature of same alignment who can communicate with the user willingly serves the user (without compensation) for 1d6 turns. After that time the enchantment wears off and they are no longer able to serve in any case and may become hostile.

Three Neutral Evil items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User loses one level of experience with each use.
- *Power word kill* once a day.

Orb of Chaotic Good:

- *Speak with animals.*
- *Cure light wounds* once per day.
- *Monster summoning* once per day.

Crown of Chaotic Good:

- Detect traps and secret doors.
- Adds 1d3 points to 1 ability while using artifact.
- User may become ethereal twice per day.

Scepter of Chaotic Good:

- *Speak with plants.*
- *Fire resistance.*
- *X-ray vision.*

Two Chaotic Good items:

- All powers of the two owned items.
- Each day that the owner of this relic wishes to make use of its powers, a human sacrifice must be made to the relic (possibly one of the player characters). The relic then functions normally for 24 hours. After that another sacrifice must be made or the relic ceases to function.
- User may *raise dead* fully once a day.

Three Chaotic Good items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User becomes 2 inches shorter each time artifact is used.
- User of this artifact always receives a premonition of danger, just before the event occurs. It does not tell the character what to expect, just that there is danger near.

Orb of Chaotic Neutral:

- *Clairaudience.*
- *Fly.*
- *Spell turning.*

Crown of Chaotic Neutral:

- *Light.*
- User immune to disease.
- *Death* spell twice a day.

Scepter of Chaotic Neutral:

- *Water breathing.*
- *Detect magic.*
- *Power Word Stun* once a day.

Two Chaotic Neutral items:

- All powers of the two owned items.
- The item destroys from 50% to 100% of the treasure of its owner by consuming it in order to sustain its own power.
- *Finger of death* with no saving throw twice per day.

Three Chaotic Neutral items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- The item causes greed and desire in any person viewing it. There is a 10% cumulative chance that each time any person sees the item he or she attacks the owner, slays the owner, and takes it.
- User may restore one lost level (as a *restoration* spell) once per week (perhaps one drained from a nearby, friendly PC).

Orb of Chaotic Evil:

- *Telekinesis.*
- Move at double speed.
- Touch turns opponent's bones to jelly, usable once per day.

Crown of Chaotic Evil:

- *ESP*
- *Invisibility.*
- Locates treasure as follows (select one):
 1. Silver, gold, etc. within 90 feet
 2. Gems within 60 feet
 3. Magic within 10 feet

Scepter of Chaotic Evil:

- *Detect invisible objects.*
- Detect traps and secret doors.
- Has the power of a *gem of seeing* when held by the owner.

Two Chaotic Evil items:

- All powers of the two owned items.
- The item is itself a live, sentient being, commanded by magic to serve. However, there is a 2% possibility per use that the being revolts and does one of the following:
 1. Kill the individual and go back into the item.
 2. Carry the individual off on some mission of

the item's choosing.

3. Dominate the individual and make him or her a servant of the item for one month.
- *Disintegrate* three times per day.

Three Chaotic Evil items:

These are the power and penalties available when three items are owned:

- All powers of the three owned items.
- All the powers granted from owning two items.
- There is an increasing chance that the power confined in the object breaks free, takes over the wielder of the item by destroying the individual's soul, and then (masquerading as the person) kills all of the hirelings and associates of the person. The chance should range from 1% to 4%, cumulative, per use of the item.
- Artifact gives *legend lore* and *commune* upon command of the user.

Regalia of Might II

XP Value: —

GP Value: —

Book of Artifacts

There are three different sets of the *regalia of might*, one for each ethos—Good, Neutral, and Evil. Each set consists of three pieces—a crown, an orb, and a scepter. All three sets are cloaked by a powerful illusion that makes them all look identical. In this form, the crowns are gold and red velvet, and studded with stones of great wealth. The orbs, about the size of melons, are enameled blue and red and set with a ring of pearls, and the scepters (no matter what their true size) are iron-shod rods with carved knobs at the top. The work on every piece is clearly of the best quality.

In the hands of a like-aligned creature, the pieces are perceived as unique in appearance and there is no confusing the different regalia.

The descriptions below are of each item in "true" form, normally recognized only when the *regalia of might* is carried by a creature of concordant alignment and of sufficient power to wield the devices as explained.

The Regalia of Good. The *crown of good* is a thin coronet of twisted silver, decorated with incredibly detailed, golden laurel leaves, so that the whole thing looks like a victor's wreath. When worn by a good-aligned creature, the crown radiates a brilliant light that obscures the wearer's face. The *orb of good* is a sphere of purest crystal, encased in a filigree cage of golden laurel leaves. As large as a cannonball, it is nonetheless quite light and easy to carry. The

scepter of good is a slender rod of polished crystal, entwined with verdant vines of silver and gold and topped with a gem that blazes with brilliant white light.

The Regalia of Neutrality. This set of regalia is the least ostentatious of the three, as befits the somewhat passive role of most neutral powers. The *crown of neutrality* is carved from a single piece of smoky quartz, polished to a dazzling smoothness; when worn, the creature's face is concealed behind a shimmering, smoky veil that radiates from the crown. The *orb of neutrality* is crystalline, as is the *orb of good*, but it is of smoky quartz, caged in green jade, carved like smoke. The *scepter of neutrality* is a rod almost as long as a staff. It is made from smoky quartz and sparkles with flashes of light—some brilliant white, others blood red. When gripped, a thin wisp of smoke trails from the tip.

The Regalia of Evil. This set, when used by a creature of evil alignment, is easy to distinguish from the others. The *crown of evil* is a single piece of black iron, cast into the form of a flaming headpiece. The craftsmanship is harsh and the iron is filled with impurities that leave the surface coarse. When worn by an evil creature, the iron flames blaze into reddish light and magical flames (that cause no harm) lap and flicker over the head, concealing the wearer's face. The *orb of evil* is an iron sphere, pitted and scarred, of apparently crude workmanship. The sphere is bound in chains of iron, equally harsh and crude. Red sparks fly from the orb at the slightest touch. The *rod of evil* is a staff of iron, draped with chains that clank and rattle. A flame of red fire (that radiates no heat) springs from the top.

The *regalia of might* is reputed to be perhaps the greatest of all artifacts, though this is only speculation, for no one can honestly claim to have used all of them. They are certainly the most ancient, having existed since before the time of men. It is believed the regalia was fashioned by the gods, to spare the multiverse from ultimate destruction of those powers as they made war.

For an eternity before recorded time began, the many powers struggled for ascendancy in the Outer Planes. But such is the way of the gods that seldom did the powers directly attack each other, fighting their battles in the mortal worlds instead, and manipulating their creations like pawns on a gameboard. As the battle raged on distant planes, the waste and destruction were horrendous.

Finally, the wisest deities agreed that this could no longer continue. They decreed that each ethos, Good, Neutral, and Evil, should outfit a champion who would stand for that faction in future contests. Three items, objects of celestial might, were given to each champion: the crowns, orbs, and scepters.

Just how the deities struck this agreement, and how they enforced their will upon the dissenting powers is unknown. Nor is it even certain just who among the gods proposed the idea (several deities lay claim to this achievement). Suffice it to say that great and mysterious are the workings of such powers, for the feat was accomplished. The terms set, each group set to the task of fashioning their regalia according to its nature. Speed was essential, for all had agreed to finish their work in a single millennium.

The gods of good, it is said, met in a great council, and they chose from among their numbers the three greatest craftsmen and set them to the task. These three worked together to create their three pieces of regalia, each sharing his knowledge and experience with the others.

The gods of neutrality did not accept this approach, but met in council and choose the pattern desired for their version. The neutral craftsmen-gods were summoned and a competition was proposed. Each craftsman-god was to design a single piece of the regalia, be it crown, orb, or scepter, and the finest would be used by neutrality's champion.

The gods of evil proposed a competition, too. Whoever among them, whether craftsman or not, could produce a crown, orb, and scepter could claim the right to outfit the champion of evil. The evil deities threw themselves to their work with a frenzy. Not content to merely build, they schemed, spied, robbed, and betrayed each other in their struggles to win this contest.

Finally, the deadline was reached and the gods reconvened to approve the results. So long ago did all this transpire that men and perhaps even the deities themselves have forgotten the names of those who labored for each group. But first came the three craftsmen of good, who had labored in harmony to prepare their items. Next came the three victors of neutrality, each bearing his contribution to the regalia. Lastly came a trickster god, evil's victor, who had cunningly stolen his prizes from the workshops of others. When they beheld the regalia, the wise gods were



content and proclaimed the great wars ended. From now on, all disagreements were to be settled by champions chosen to wear the regalia.

Since that time, each group has watched over its regalia in its own way. By agreement, the deities of good hold theirs as a group. The *regalia of might* is available to any power who should need them. The powers of neutrality could not be so amicable in their approach, however. Rather, they agreed that each deity should hold the items for a period of time and then pass them to another. The owner had absolute control over the regalia and could use them or give them away as he pleased. The powers of evil took their usual, direct approach to the question—possession of their regalia went to whomever was strong enough, devious enough, and savage enough to take and hold them. If a deity needed the *regalia of evil*, he had to take them from their current owner. The evil regalia became much contested, used as much by fiends in the Blood War as by evil's champions against those of good and neutrality. Over the years, the three evil pieces have been separated and sometimes even lost. This may even be the case today.

All three sets of regalia, no matter of what ethos, are powerful artifacts and should not be used in a campaign without an expressed and a carefully thought-out purpose. Fortunately, several conditions on these items make it difficult, if not impossible, for PCs to gain full benefit, or in some cases any benefit, from the artifacts. Still, the DM should do everything possible to limit character use of such items.

Introducing the regalia into a game varies, depending on which set the DM intends to use. The DM should remember that the regalia was created for a specific use, so if one set appears, it is quite likely to be followed by one or both of the others. It is assumed that the sets are to be used by a pair of champions who must fight to settle some celestial dispute.

The *regalia of good* is never found purely by accident; good gods don't misplace their items (although evil deities might steal them). They are either safely stored on their own plane or loaned out for some purpose. Thus, the *regalia of good* only appears when there is a need for their use. The PCs might *think* they have accidentally found a great treasure, but this discovery should always be part of a greater plan. The *regalia of good* normally enters an adventure when one of the player

characters is called upon by his or her deity and is saddled with the awesome responsibility to act as a champion of cause.

Likewise, the *regalia of neutrality* is not haphazardly left about, although the powers of Evil might plot to whisk them away. Their appearance should herald some purpose, but this may be simply to prevent conflict between the champions of Good and Evil.

The *regalia of evil* is another matter. With the constant squabbling of the evil lords, their regalia has been known to slip from their grasp from time to time, and it is possible that one of the pieces could find its way to the Prime Material Plane. Once there, it could be discovered by the PCs or by an NPC.

Of course, just stumbling across the regalia does an injustice to a good potential storyline. If the items are something the player characters could potentially use (most likely one or more of the good or neutral pieces), one of the characters may be thrust into the role of champion of the ethos—at least temporarily. For whatever obvious or inexplicable reasons, the gods have chosen the PC to face another champion (outfitted with appropriate pieces of regalia). Thereby settling some celestial dispute. The contest need not be over some world-shattering conflict; deities squabble over all sorts of petty details—they could even be vying for the favors of a mortal. In any case, the champion should be the equal of the PC unless it is evil, in which case the evil forces cheat and make their man a little tougher. The character may never know of the divine roles, or have to figure it out and then find the enemy.

When all is said and done, whether the character wins or loses, the piece or pieces of the regalia magically disappear—the powers never leave such items behind. Any reward the PC receives depends upon the task performed and the nature of the deity involved. Characters should not expect much reward from evil gods!

Of course, the PCs could just accidentally find a piece of the regalia—particularly if it was stolen from or by an evil deity. Legends and tales of the regalia exist in most faiths, and high priests can recognize the items for what they are. Unhappy indeed are the servants who refuse to yield these treasures back to their divine masters. The gods may even take note and send special messengers to claim what is rightfully theirs. Servants of good deities first try honest and gentle

persuasion, but evil deities almost certainly punish anyone who possesses their regalia, on the simple assumption that the current owner deserves his fate. In this case, even giving up the regalia is likely to do the PCs little good. But they must find some way to do so, through clever oaths or the protection of others, to save their skins.

In all cases, the regalia should not remain in a campaign for very long. These are not items to be held by kings, great wizards, or even the highest of high priests. Once any part of the regalia has been used for its purpose, it should vanish, preferably with enough drama or terror to remind the player characters of just who and what they have been dealing with. If a piece is accidentally found, the PCs will be faced by an ever-escalating series of messengers until such time as the item is recovered.

Each of the nine pieces of regalia has a different collection of powers, although different crowns, orbs, and scepters may have some powers in common. Each, too, has its own perils that can affect the foolish and unworthy. The sets also have ever-increasing resonating powers, so that the might of the regalia grows with each item acquired.

The powers and curse for each piece of regalia is described separately. After the powers for all three pieces of a set are given, the resonating powers for various combinations of that set are described, along with any additional curse effects that may occur. Following the powers and curses is a section listing suggested means of destroying the entire set of regalia.

The Crown of Good

Constant Powers: The crown confers upon the wearer Wisdom and Charisma of 21, including all benefits for bonus spells, magical defense, spell immunities, and reaction adjustments.

Invoked Powers: The crown can create a *minor globe of invulnerability* around the wearer once per day.

Random Powers: The crown possesses two abilities from **Artifact Table 1-05: Detection**.

Curse: First and foremost, the crown, like all the pieces of regalia, is attuned only to its alignment ethos. Neutral characters who touch the crown suffer 5d6 points of damage (no saving throw, excepting neutral good characters, who are allowed a saving throw vs. spell to halve this

effect). Evil characters who touch the crown must save vs. death magic, and those who succeed still suffer 5d6 points of damage. Among good characters, only those with lawful heart can use all the item's powers. For others, only the invoked power functions.

Although not a curse, the crown does have a drawback in it, which its owner (whether the crown is worn or not) is no longer capable of telling a falsehood or performing acts that would normally be considered evil. Note that this prevents the character from bluffing or making threats he or she does not intend to carry out. Even haggling in the marketplace can become difficult, should the character manage to dicker the price down to a "steal."

The Scepter of Good

Constant Powers: While the scepter is gripped, the owner is immune to all wizard spells of the enchantment/charm school, and to all priest spells of the charm sphere.

Invoked Powers: At the wielder's mental command, anyone touched by the scepter must save vs. paralyzation or be held motionless for 3d6 rounds. The scepter also functions as a *rod of rulership* with endless charges.

Curse: The scepter is sensitive to alignment. Neutral characters who touch the scepter suffer 5d6 points of damage (no saving throw). Evil characters who touch it must save vs. death magic, and those who succeed still suffer 5d6 points of damage. Even good characters must be lawful in order to benefit from the constant powers of this artifact.

Not viewed as a curse by the powers of good, the owner of the scepter must live up to noble ideals. Specifically, the owner of the scepter must always come to the aid of those in need, whether they are accused innocents in the marketplace or the oppressed masses of distant lands. This call cannot be refused or resisted unless the character is already involved in another quest or actively battling the champion of the other powers. The master of the scepter becomes a true knight-errant, forever galloping off to right every wrong.

The Orb of Good

Invoked Powers: All of the orb's powers must be activated with a command word (DM's choice). First, it functions as a *gem of brightness* with unlimited charges. Second, the orb can *heal*

(1/day) any creature that touches it.

Random Powers: The orb possesses one ability from **Artifact Table 1-06: Divination**.

Curse: Like the crown and scepter, the orb is selective about who handles it. Neutral characters who touch the orb suffer 5d6 points of damage (no saving throw). Evil characters who touch it must save vs. death magic, and those who succeed still suffer 5d6 points of damage. Good characters of less than lawful purity can only use its healing ability.

Another consideration for the owner of the orb is that all worldly possessions must be sacrificed (given to charity) and all titles and claims must be forever renounced; knights forswear their fealty oaths, priests leave their temples, and wizards give up their magical wonders. Only the other pieces of the regalia (if available) and the most humble of dress and weapons (all nonmagical) may be retained. Anything given up cannot be reclaimed after the artifact has disappeared.

Resonating Powers (two items): If any two items of the regalia are held by a single character, additional benefits accrue. Upon gaining the second item, the character immediately gains one level of experience, and his or her experience point total is set halfway to the next level. The character gains all benefits of the new level. This can only happen once to a character or adventuring party (unless the current owner dies). Even if the items are stolen and then returned to a different member of the group, the benefit will not appear.

Possessing two of the three items also adds one power from **Artifact Tables 1-10: Elemental Earth** and **1-18: Offensive Powers**.

Resonating Powers (all items): If all three items are held by a single creature, all the benefits described above are received, and the regalia reveals another power from **Artifact Tables 1-16: Minor Powers**, **1-17: Movement**, and **1-21: Personal Enhancements**. These bonuses last only as long as the creature retains all pieces of the regalia. If one is lost, stolen, or surrendered, the benefits of possessing all three are immediately lost.

Resonating Curse: Possession of any two pieces of the regalia causes no additional harm (beyond those already described). However, once a PC gains all three items, *artifact transformation* begins, and the character gradually becomes a planar aasimon (see the MONSTROUS

COMPENDIUM, *Outer Planes appendix*). If the change is completed, a PC is forever lost (NPC status), but if the regalia is lost or removed prior to the final phase, the character slowly reverts to normal.

Suggested Means of Destruction:

- Smelt down the items at the forges of the deities who fashioned them.
- Whisper the *Ten Thousand Secrets of Destruction* over each one.
- The items vanish at the end of the reign of the gods.

The Crown of Neutrality

Constant Powers: So long as this crown is worn, the owner can automatically distinguish between truth, half-truth, and lies he hears or reads. Only an *undetectable lie* can conceal the truth.

Random Powers: The crown possesses two abilities from **Artifact Table 1-06: Divination**.

Curse: The crown functions best for those of true neutral alignment. Characters of neutral good or neutral evil alignment suffer 3d6 points of damage (no saving throw) when first touching the items, and those characters can use only their invoked powers. Other-aligned characters who touch the artifact suffer 5d6 points of damage (no saving throw).

True neutral characters are possessed by the impartial nature of the cold, neutral powers, and expose all lies they hear. No matter who speaks (even that PC), the wearer must reveal falsehoods so fair judgments can be made.

The Scepter of Neutrality

Constant Powers: The holder of the scepter regenerates 2 hit points per round, but cannot regenerate from fire, acid, (un)holy water, or death, nor do severed limbs regenerate.

Invoked Powers: Upon command, the scepter generates a thunderclap like a *staff of thunder and lightning*. The scepter also functions as a *rod of beguiling*.

Random Powers: The scepter endows the wearer with one power from **Artifact Table 1-05: Detection**.

Curse: Characters not of the neutral alignment who touch the artifact for the first time suffer 5d6 points of damage (no saving throw), and characters of neutral good or neutral evil alignment suffer 3d6 points of damage (no saving throw). Such

characters can only use the invoked powers of the scepter, provided they can identify them.

Desiring harmony and balance, the powers of neutrality require the holder of the scepter to seek a settlement to all disputes. The settlement can be a truce, surrender, payment, bribe, or whatever, as long as peace is attained. The character cannot allow any dispute to remain unnegotiated, be it a war between two kingdoms or a lover's quarrel.

The Orb of Neutrality

Constant Powers: When gazed, the orb functions as a *gem of seeing*.

Invoked Powers: The orb creates a floating fiery *symbol of persuasion* (1 per day).

Random Powers: The orb has two powers from **Artifact Table 1-23: Protection**.

Curse: Characters not of the neutral alignments who touch the artifact for the first time suffer 5d6 points of damage (no saving throw). Characters of neutral good or neutral evil alignment suffer 3d6 points of damage (no saving throw). Such characters can only use the constant powers of the orb, provided they can identify them.

The bearer of the orb must always abide by the terms of any oath, deal, vow, treaty, pact, contract or other agreement that he makes. This power is in effect even when the character is not holding the orb—possession of the artifact is all that is required.

Resonating Powers (two items): If any two pieces of the *regalia of neutrality* are held at the same time, the character who wields them immediately gains one level of experience, and his or her experience point total is set halfway to the next level. The character immediately gains all the benefits of the new level. This can only happen once per character or adventuring party (unless the current owner dies). Even if the items are stolen and returned to a different party member, the benefit doesn't occur.

The holder of two parts of the regalia gains one additional power from **Artifact Tables 1-16: Minor Powers** and **1-15: Major Powers**.

Resonating Powers (all items): If all three items are held by a single creature, all the benefits described above are gained, and the regalia reveals another power from **Artifact Tables 1-03: Conjuration**, **1-18: Offensive Powers**, and **1-21: Personal Enhancements**. These bonuses last only as long as the creature retains all three pieces of the regalia. If any one of them

is lost, stolen, or surrendered, the benefits of having all three are lost.

Resonating Curse: Possession of any two pieces of the *Regalia of Neutrality* causes no additional harm (beyond those already described). However, once all three items are held, the process of *artifact transformation* begins. The character is slowly transformed into a marut (see the Outer Planes appendix of the *MONSTROUS COMPENDIUM*). Once complete, a PC is lost forever (NPC status). Should the regalia be lost or removed prior to the final phase, the PC slowly reverts to normal.

Suggested Means of Destruction:

- The items vanish when good and evil reach a perfect stalemate.
- Immerse them for 1,000 years in the pure essences of the Positive and Negative Material Planes.
- They lose power when someone buys them from the gods of Neutrality.

The Crown of Evil

Constant Powers: When worn, the crown confers fire giant Strength (Str 22; +4 on attack rolls, +10 damage) upon its wearer.

Invoked Powers: By touch, the wearer of the crown can *animate dead* (3/day).

Random Powers: The crown endows the wearer with one power from **Artifact Table 1-23: Protection**.

Curse: The crown is attuned only to those of extremely evil alignment. Neutral characters who touch the crown for the first time suffer 5d6 points of damage (no saving throw), although neutral evil characters are allowed a saving throw vs. spell to halve the damage. Good characters who touch it for the first time must save vs. death magic, and those who succeed still suffer 5d6 points of damage. Among evil characters, only those of chaotic bent can use all the item's powers. For others, only the constant power functions correctly.

As part of their perverse blessing on the crown, the powers of evil constructed the artifact so that, when worn, it is impossible for the owner to answer any question truthfully. Perhaps the rationale behind implementation of such a power was to protect their champion from interrogation, or perhaps it was just a whim. The champion can speak truthfully of his or her own accord, but any question automatically results in a lie.

The Scepter of Evil

Invoked Powers: Upon command, the scepter functions as a *rod of terror* (with no chance of Charisma loss).

Random Powers: The holder of the scepter gains two abilities from **Artifact Table 1-18: Offensive Powers**.

Curse: Like the all pieces of the *regalia of evil*, the scepter is attuned only to those of evil alignment. Characters of differing alignments who handle the scepter suffer the same effects as given for the *crown of evil*. Among evil characters, only those of chaotic alignment can use all the item's powers. For others, the scepter functions only as a *rod of terror*.

As befits the nature of evil, the bearer of the scepter quickly comes to imagine that he or she is supreme, the natural leader and ruler of all. Only powers of demigod or greater status are immune to this, since they already consider themselves to be (and they are) supreme beings. Those overcome with self-importance can no longer accept any settlement or compromise. The bearer of the scepter must be first in all things. The bearer does not relent until all those who stand in opposition (friend or foe) recognize his or her might, abjectly surrender, flee in terror, or lie crushed beneath the heel of evil. Indeed, the greater the foe, the more urgent is the desire to overthrow them.

The Orb of Evil

Constant Powers: When held, the orb automatically allows its owner to command any non-planar undead creature within 30 feet. The undead are controlled as long as they remain within the radius of effect and for 1d4+1 hours after that. The character need but speak the desire of his or her tainted heart and they are unwaveringly executed by the commanded undead. (Free-willed and mindless undead are affected equally.)

Random Powers: The orb possesses two abilities from **Artifact Table 1-15: Minor Powers**.

Curse: Like all parts of the *regalia*, the orb is attuned only to those of evil alignment. Characters of differing alignments who handle the orb suffer the same effects as given for the *crown of evil*. Among evil characters, only those of chaotic disposition can use all the item's powers. For others, only the orb's invoked powers can be used.

Furthermore, the orb itself covets worldly goods, particularly magical items. Before its constant power can be used, it must be activated by the sacrifice of a permanent magical item (includ-

ing chargeable items). Once touched by the orb, the item crumbles to dust. The wielder of the orb also must own the magical item in question—merely touching the orb to someone else's magical armor will not do, for example. Items destroyed by the orb are lost forever, beyond even the power of deities to recover. Once activated, the orb's constant powers function for 24 hours.

Resonating Powers (two items): If any two pieces of the *regalia of evil* are possessed, the character immediately gains one experience level, and his or her experience point total is set halfway to the next level. The character immediately gains all the benefits of the new level. This can only happen once per character or party (unless the current owner dies). Even if the items are stolen and returned to a different member of the group, the benefit doesn't accrue.

In addition, the holder of two parts gains an extra power from both **Artifact Tables 1-06: Divination** and **1-18: Offensive Powers**.

Resonating Powers (all items): If all three items are held by a single creature, all the benefits described above are received. In addition, the *regalia* reveals another power from **Artifact Tables 1-23: Protection**, **1-08: Elemental Fire**, and **1-21: Personal Enhancements**. These bonuses last for as long as all the pieces of the *regalia* are retained. If one is lost, stolen, or surrendered, the benefits are lost.

Resonating Curse: Possession of any two pieces of the *regalia* causes no additional harm (beyond those already described). However, once a character gains all three items, the process of *artifact transformation* begins. The character is gradually transformed into a behemoth, an odious servant of death and torture (see the *Outer Planes appendix* of the *MONSTROUS COMPENDIUM*). Once the transformation is complete, the character is forever lost, but if the *regalia* is lost or removed prior to the final phase, the character slowly reverts to normal.

Suggested Means of Destruction:

- The powers of good utterly conquer the powers of evil.
- The items are buried at the very heart of the Positive Material Plane.
- The powers of evil are tricked into destroying them.

Combining Regalia of Various Alignments: Rare though it might be, it is possible for the

same character to come into possession of items of regalia from separate ethos. For instance, a character holding the *crown of good* might be tempted (by a devious evil deity) to pick up the *scepter of evil*.

The result is an explosion of charged magical energy which, though it can vary in intensity, almost certainly brings woe to the unfortunate at the heart of the blast. This is a very bad thing, at least for the character. Fortunately, battling another champion who is using a different piece of regalia does not trigger any disasters (other than the fight it might cause).

Possessing any piece of regalia allows the owner to see all others in their true form, and the differences in appearance should serve as a dire warning. Similarly, the character can also sense the ethos of any other piece of regalia. While holding the *orb of neutrality*, for example, the priestess Livaria can feel the goodness radiating from the *crown of good* before her. These two clues should certainly inform Livaria that she is attempting to combine oil and water, so to speak. If she fails to consider the consequences and claims the crown, then her mistake is soon clear.

Depending upon the mix of artifacts, the result of one character holding them varies:

Good and Neutral: As soon as a character acquires both items, an interplanar instability occurs and a rift is torn to a randomly chosen Upper Plane. The PC is automatically sucked through the gap with wrenching force (that inflicts 3d10 points of damage). Anyone within 5 feet of the holder must make a saving throw vs. death magic or suffer the same fate. Those between 6 and 20 feet away suffer only the 3d10 points of damage (save vs. breath weapon for half damage).

The regalia then disappears, either returning whence they came (to wherever the deities of good store their items) or scattering to random Prime Material worlds.

Good and Evil: As soon as both items are held, a massive blast occurs. The character at the heart of it is instantly vaporized (no saving throw). Those within 20 feet suffer 10d10 points of damage (save vs. breath weapon for half damage) and those between 21 and 40 feet away suffer 3d10 points of damage (same saving throw). The pieces of regalia are hurled to completely random locations on any Prime Material world, although they may be quickly recovered by servants of the deities.

Neutral and Evil: As with good and neutral couplings, this pairing opens up a rift, though this rent leads to a Lower Plane. The effects of this rift are the same as those described above, but anyone sucked through is not likely to arrive in a hospitable location.

Rift Spanner

XP Value: 40,000

GP Value: 200,000

Children of the Night

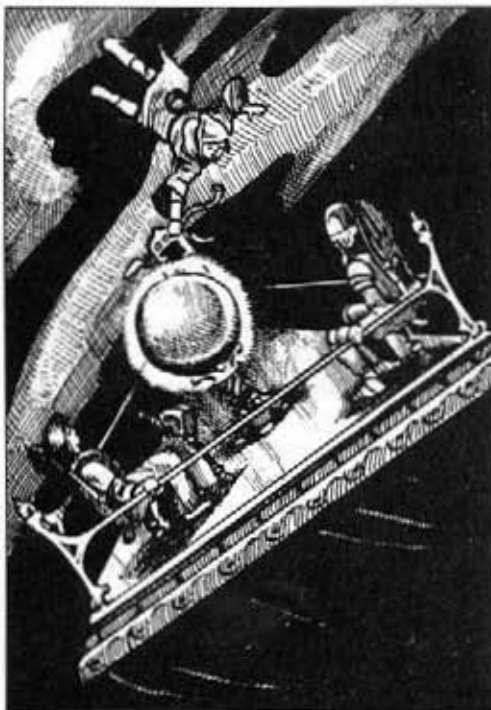
The *rift spanner* is a huge device which was designed and built to puncture the fabric of Ravenloft and allow escape from the Demiplane of Dread. Its ability to do this makes it one of the most powerful magical objects ever constructed. When it is fully charged, it can carry up to three human-sized creatures across the misty fabric of Ravenloft's ethereal border and back to the Prime Material Plane. However, the very ties with the demiplane that give them their special powers prevent domain lords from being able to escape with this device. They are too firmly tied to Ravenloft, and would simply be left behind when it makes its way clear of the misty borders.

This magical contraption, triangular in shape, is composed of a brass framework that stretches some 8 feet on a side. The most obvious feature of the device is the great *iridium orb* that stands at its center. Fully 5 feet in diameter, this opalescent sphere glimmers and pulses with the tremendous energies trapped at its heart. Three brass seats, positioned at the corners of the triangular base, face toward the orb with a small bank of controls before each. Leather straps on each seat can be used to secure an occupant.

Although it usually rests in an inert state, the *rift spanner* has two operational modes. The first is used to charge the device in preparation for travel. The second is engaged when the machine is ready to attempt transit across the planes.

Charging, the *rift spanner* is a very difficult, time-consuming, and gruesome operation. In order to operate, the *iridium orb* must be charged with life energy. The more energy in the orb, the better the chance that the spanner will reach its intended destination. Anyone who is seated in one of the brass chairs when the spanner's recharging mode is activated is instantly slain, drained of all life energy. If the victim is not strapped in, he or she may make a saving throw vs. death magic to leap out of the chair before being killed. When this happens, the victim is

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reduced to one half his or her current level (rounded down). If the victim is strapped in or otherwise unable to escape the brass chair, no saving roll is permitted.

Each level that the device absorbs gives it a 1% chance of operating successfully when its transit mode is engaged. Thus, if the machine is able to drain ten 5th-level characters of life, it has a 50% chance of functioning when engaged. Anyone overseeing the charging of the device will have to make a Ravenloft powers check for each life consumed by the machine.

The orb can hold up to 100 levels of life-energy safely. As insurance against negative die modifiers, however, it can be overcharged. Each life-energy level beyond the 100th creates a cumulative 1% chance per level that the device will explode when activated, however. If it is ever charged to 200 energy levels, the device instantly explodes in an incredible detonation that utterly annihilates everything within 100 yards (no saving throw) and forcing every creature or object between 100 and 1,000 yards to save vs. breath weapons (or disintegration, for items) or be utterly destroyed.

Once the orb is charged, anyone familiar with its operation can set it to travel to a specific point on the Prime Material Plane. Activating the transit

mode requires an operator in each of the three chairs to engage a specific control at the same time. Failure to trigger all three switches at once bleeds off the orb's energy, forcing the machine to be recharged before another travel attempt can be made.

There are three steps in any journey made with the *rift spanner*: dematerialization, transit, and rematerialization. Each of these requires a 1d100 roll against the energy level of the Orb. Failure on any one of the three checks indicates that the voyage has been aborted. If this happens, the spanner and its occupants are returned to their starting point with the orb utterly drained of energy.

The journey across dimensions is quite perilous. Anyone who is not strapped in when the rift spanner begins its voyage has a good chance of being tossed clear during the voyage and lost somewhere between the planes. Each time that the dice are rolled to check on the machine's operation, an unsecured passenger must make a saving throw vs. death magic or be torn free of the buffeting spanner and lost.

Ring

All magical rings normally radiate magic, but most are impossible to detect as magical without some mystic method. Furthermore, most magical rings look alike, so determination of a given ring's magical powers is difficult. The ring must be worn and various experiments performed in order to find out what it does. Rings do not usually radiate good or evil. No more than two magical rings can be worn by a character at the same time. If more are worn, none function. No more than one magical ring can be worn on the same hand. A second ring worn on one hand neutralizes both. Rings must be worn on the fingers. Rings on toes or in ear lobes, for instance, do not function magically.

The magical abilities of rings function as 12th-level magic unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell (exceptions do exist, but these are explained in the ring's description). Magical rings can be worn and used by all character classes, humans, and humanoids if not specifically prohibited. A DM might allow "monsters" with digits to wear rings, and some can actually benefit from them. For example, a troll could wear a *ring of regeneration* and gain the ring's benefits in addition to its normal regenerative abilities.

Roll	Type of Ring
01-95	With <i>permanency</i>
96-00	Without <i>permanency</i> , containing 2d20 charges.

Admundfort, Ring of Leadership

XP Value: 1,600 GP Value: 8,600

GREYHAWK Adventures

This silver ring was created by a wizard in the service of the Knights of the Shield. The ring is traditionally given to rangers and paladins of at least 9th level, in return for loyal friendship or unexpected favor.

The ring allows a fighter to attract twice as many men-at-arms as normal as followers. The ring also gives a +25% bonus to the loyalty of such followers. If a fighter loses the ring, he or she retains the followers, but no longer receives the loyalty bonus.

of Affliction

XP Value: — GP Value: 1,500

Tome of Magic

When an *identify* spell is used on this cursed ring, it will appear to be a *ring of resistance*. The ring will function as such until the wearer makes a saving throw to any school in opposition to the school represented by the ring. The school of magic represented is determined by rolling 1d8 on the table below.

Roll	Represented School
1	Abjuration
2	Alteration
3	Conjuration/Summoning
4	Enchantment/Charm
5	Illusion/Phantasm
6	Invocation/Evocation
7	Lesser/Greater Divination
8	Necromancy

The first time the wearer of a ring of affliction makes a saving throw against any school in opposition to the school of the ring worn, a *ring of affliction's* true properties are revealed. The ring causes the wearer to suffer a -2 penalty on all saving throws vs. spell of the ring's opposing school or schools. Once this power is activated, the beneficial effects of the ring no longer operate. Once the curse has been activated, the wearer can remove the ring only through a remove curse spell.

of Amasis

XP Value: 1,500 GP Value: 7,500

DUNGEONS & DRAGONS Master Set

Amasis, King of Egypt, advised his incredibly lucky friend Polycrates, King of Samos, to discard something of great value to balance the Fates. Polycrates threw a prized ring into the sea, but it was later found in a fish on the king's dinner table. Amasis promptly recognized this sign from the gods and broke off relations with his friend; shortly after that, Polycrates was brutally slain.

This ring allows its user to *detect alignment* with 100% success, regardless of magical interventions on the part of the person being divined. It also allows the user to *detect lies*.

of Animal Control

XP Value: 1,000 GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedia

The wearer of this ring may command 1d6 normal animals (or one giant-sized). The animals are not allowed a saving throw to resist control. The ring cannot control intelligent animal species, fantastic, or magical monsters. The wearer must be able to see the animals to control them. The control lasts as long as the wearer concentrates on the animals and does not move or fight. When the wearer stops concentrating, the animals are free to attack the controller or run away (roll reactions with a penalty of -1 to the roll). This ring can only be used once per turn.

Animal Friendship

XP Value: 1,000 GP Value: 5,000

DUNGEON MASTER Guide

When the wearer of this ring approaches within 10 feet of any animals of neutral alignment and animal intelligence, the creatures must roll saving throws vs. spell. If they succeed, they move rapidly away from the ring wearer. If the saving throws fail, the creatures become docile and follow the ring wearer. The item functions at 6th-level, so up to 12 Hit Dice of animals can be affected by this ring.

Animals feeling friendship for the wearer actually guard and protect that individual if a charge is expended from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and cannot be recharged. A druid wearing this ring can influence twice the prescribed Hit Dice of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice of animals.

Animal Magnetism

XP Value	GP Value
Normal: 1,000	5,000
Cursed: —	1,000

DRAGON Magazine 117

Once placed on a character's finger, this ring allows communication with all animals as if the wearer had an 18 Charisma. The wearer may *speak with animals* for as long as the ring is worn, though the ring does not allow the wearer to *charm animals* in any manner. Only true animals (mammals, marsupials, birds, fishes, amphibians, or reptiles) may be spoken to in this manner; magical creatures or "monsters" are not affected. For the purposes of the *animal magnetism ring*, assume that any creature capable of using magical spells is a "monster." Thus, a pegasus is an animal, but a unicorn is a monster; an owlbear or a worg is an animal, but a bugbear (since bugbear priests do exist) or a winter wolf is a monster. The wearer may try to convince animals to work or fight, and reaction is checked as if the animals were randomly encountered humans. Animals do not attack the wearer of the ring unless attacked first, even if they are hungry.

However, 10% of these rings are cursed to draw any and all animals within one mile toward the wearer. The animals then surround the wearer and refuse to move, blocking the ring wearer's path in all directions. If the wearer or the wearer's party attacks any animal, all the animals attack the wearer at once. If the ring is removed (requiring a *remove curse* spell), the animals revert and either attack (1-2 on 1d6) or flee (3-6 on 1d6).

Annulment

XP Value: —	GP Value: 2,000
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DRAGON Magazine 117

While this ring is worn, magic controlled by the character has no effect. This includes magical items, spells, and innate magical powers. Spells cast at the character from an outside source, however, act as normal. Thus, a *heal* or *fireball* affects the wearer normally, but the ring wearer cannot cure personal wounds using magic. A *remove curse* must be cast upon the ring in order to allow the wearer to remove it. A *dispel magic* spell has a 1% chance per level of the caster of negating the ring's powers for one round, allowing it to be removed.

Anything

XP Value: 5,000	GP Value: 55,000
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Unearthed Arcana

This ring initially appears to be a standard *ring of warmth*. However, the wearer may command three other functions from the ring, choosing from among the other standard sorts of magical rings. The period of such functioning is one operation, in the case of a ring which has such a function type (*djinni summoning*, *wishes*, and the like). Otherwise the effect lasts for one day (24 hours). Any ring function so commanded is never usable again; for example the ring cannot be made to give more than one *wish*. After three singular uses of this sort, the ring turns into a nonmagical piece of jewelry worth from 100 to 600 gp.

of Apathy

XP Value: —	GP Value: 1,200
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POLYHEDRON Newszine 43

The curse upon this ring becomes apparent only when it is tried on, and the ring only can be removed by means normally used to rid oneself of a cursed item. The wearer becomes listless and can make no decisions, offers no opinions, and generally must reply to all questions with expressions of ennui such as "I don't care," "It doesn't matter," "It's all the same to me," and similar disheartening statements. There is a 10% chance that, if attacked, the character won't even raise a hand in his or her own defence.

Appearance

XP Value: 1,000	GP Value: 5,000
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DRAGON Magazine 73

Anyone wearing this item appears to be 5-10% lighter in weight than actual. Generally, the effect is to make overweight people look normal or normal ones look quite slim.

of Aquatic Depth Location

XP Value: 1,200	GP Value: 6,000
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POLYHEDRON Newszine 43

This ring allows one to determine the depth of any body of water at a given point by merely observing it while wearing the ring. If used while in the water or underwater, it also reveals the approximate location of the nearest land mass above the water line, be it a wall, a beach, or an island.

Arachnid Control

XP Value: 1,000

GP Value: 5,000

DUNGEON Magazine 24

The *ring of arachnid control* is a specialized version of a *ring of animal control*. The wearer of this ring may control one giant or 10–40 normal-sized arachnids of any type. This includes spiders, scorpions, mites, and ticks. The arachnids are not allowed a saving throw.

The wearer must be able to see the arachnids to control them. Control lasts as long as the wearer concentrates on the arachnids and does not fight. (The wearer may move slowly if doing so does not break the line of sight.) When the wearer stops concentrating, the arachnids are free to run away or attack. This ring can be used for a full turn, once per hour.

of Armoring

XP Value: 2,000

GP Value: 10,000

Tome of Magic

A wizard wearing this ring gains an additional +1 bonus to any AC bonus received from casting a spell upon his or her own person. Thus, an *armor* spell grants a wizard AC 5 instead of AC 6, and a *shield* spell grants the wizard AC 1 vs. hand-hurled missiles instead of AC 2. Restrictions that apply to a spell (for example, *armor* does not affect a character already wearing armor) are in no way altered through use of this ring.

of Avian Control

XP Value: 1,000

GP Value: 5,000

Land of Fate

This ring enables its wearer to exercise complete control over birds with an intelligence of 4 or less. Up to 40 Hit Dice of birds may be controlled. The control is such that orders harmful to the birds will be followed, but complete concentration is required to maintain control. The ring does not affect hybrid bird creatures. If any doubt exists as to whether a creature is a hybrid with another form (such as a manticores or lammasu), the ring cannot function.

Awareness

XP Value: 1,200

GP Value: 6,000

DRAGON Magazine 82

This ring heightens the senses of a wearer to such an extent that the character can only be surprised 1 time in 20. However, for every consecutive hour this ring is worn, there is a cumulative 1% chance

that the wearer becomes temporarily afflicted with paranoia. The paranoia persists for a number of rounds equal to the number of hours the ring was worn (unless cured by magical means), and cannot be negated by removing the ring after the paranoia has taken effect. If the wearer is not already afflicted, the cumulative chance of paranoia drops to zero when the ring is removed and begins again at 1% when it is put back on, even if the removal only lasts for a moment.

Bard's

XP Value: 3,000

GP Value: 15,000

DRAGON Magazine 117

This rare, magical ring, when worn by a character other than a bard, acts as a *ring of protection* +2. It can be recognized by the engraved golden vines encircling the band. When placed on the finger of a bard, it retains its protection properties, but with a bonus. The ring then serves as a *ring of protection* +2, +4 on saving throws. It also raises the bard's charm percentage by 10%. This magic item is usually found in a wilderness or forest area.

of Beauty

XP Value: 1,200

GP Value: 6,000

POLYHEDRON Introductory Issue

This magic ring increases the wearer's Charisma and comeliness by 2 points, to a maximum of 18, or to the character's racial limitations, whichever is higher.

Berronar Truesilver's Silver

XP Value

GP Value

Detect Lies: 1,000

5,000

Thief Negation: 5,000

25,000

Monster Mythology

The avatar wears two silver rings, one of which allows her to automatically *detect lies* within 30 feet while the other negates all thief skills within 30 feet (save vs. spell at –2 each round to use such skills).

Bladeturning

XP Value: 1,500

GP Value: 7,000

DRAGON Magazine 82

This ring can deflect attacks made with metallic weapons. The wearer can deflect one such attack per round, provided he or she is engaged in personal defense, not simply aiding someone else. To use the ring, the wearer declares that he or she

wishes to deflect an attack, and which attack is to be turned back, if more than one opponent is involved or if an opponent has more than one attack per round. The wearer must declare intent before the opponent's THACO roll is made. The attack, whether it would have hit or not, is immediately turned aside. Each of these rings has 3d10 charges when found, and cannot be recharged. Note the ring cannot deflect an attack if a THACO roll has already been made by the opponent; if the attack hits, damage must be taken, and one of the ring's charges is used anyway, even if it misses.

Blink

XP Value: 7,000 **GP Value:** 25,000

Shadowdale

This seemingly normal brass ring has four functions, each usable once in any turn. It can cause the wearer to *blink* (as the 3rd-level wizard spell), become *invisible* (as the wizard spell *invisibility*), or create *mirror images* of the wearer (as the 2nd-level spell, creating one or two images, as the wearer desires). It can also function as a *cloak of displacement*, but this function ends if any other ring powers are activated, and cannot be called into being again until a full turn has elapsed.

Blink ring powers can only be newly activated every other round. There must be at least one round of inactivity between the cessation of one power use and the next activation of the ring.

of Blinking

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide

When the wearer of this ring issues the proper verbal command, it activates, and affects the user as if a *blink* spell were operating upon him or herself. The effect lasts for six rounds. The ring then ceases to function for six turns (one hour) while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring activates whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10 feet of the ring.

of Boccob

XP Value: 500 **GP Value:** 2,500

Unearthed Arcana

This ornate piece of jewelry initially appears to be a valuable, nonmagical ring. Even magical detection of the most powerful sort will not reveal

the dweomer of this ring. The function of the ring comes into play whenever the wearer is assailed by any magical device which actually contacts his or her person—the device will malfunction, failing to affect its intended target, and if it does not save vs. spell, it is turned into a nonmagical item. Whenever the ring cancels the power of an item in this fashion, it ceases to function for 1d4 hours after that. After this period of quiescence, it again operates normally. Note that single-use magic items, such as a magical arrow, a crossbow bolt, or a *javelin of lightning*, do not have their functions canceled by the ring, but merely give the wearer protection from their magical effects. This immunity from magical effect does not prevent normal damage from being administered by such an item. Saving throws for items against the cancellation power of the ring are as follows:

- 1 Automatic failure for any item.
 - 2 Saving throw for relics.
 - 3 Saving throw for artifacts.
 - 4 Saving throw for hand held weapons.
 - 5 Saving throw for rods and staves.
 - 6 Saving throw for all other items.
- 7–20 Any item saves on a roll in this range.

Bone

XP Value: 4,000 **GP Value:** 20,000

Lords of Darkness

This plain finger ring is always carved from human bone; the method of making such magical rings is secret, but their numbers seem to be increasing. When worn, a *bone ring* prevents energy and strength drain from any source (such as undead and hostile spells). Each such ring has 1d100 charges; each defensive use exhausts one charge until the ring crumbles to dust. The wearer is not made aware of how many charges a given *bone ring* has remaining. *Bone rings* are not rechargeable.

Browdow's Ring of Utmost Weapon Harm

XP Value: 7,500 **GP Value:** 19,000

POLYHEDRON Newszine 90

This platinum-mithral alloy ring has a small pearl on the top and can be only be worn by warriors. Other individuals who try to wear the ring find that it is too small for any finger.

Only eight such rings were fashioned, created nearly 200 years ago by Browdow, a dwarven priest of Clangeddin Silverbeard. When worn, the

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ring bestows a +1 THAC0 and +2 to damage—in addition to any other bonuses of the wearer or of his or her weapons.

Further, the ring can grant the following abilities once a day, at the wearer's command. The abilities cannot be used in concert.

- The wearer's Strength score is increased to 18/00 for five consecutive rounds.
- During five consecutive rounds, all the wearer's successful hits inflict maximum damage.
- The wearer is healed of 8 hit points.
- The wearer is automatically successful with one weapon attack. The wearer must state that he or she is calling on this ability, and does not make an attack roll.

If the wearer calls upon all four of the ring's special abilities in one day, he or she suffers a temporary loss of 2 points of Constitution. This can be regained after eight hours of sleep.

of Burbul

XP Value: 4,000

GP Value: 20,000

DUNGEON Magazine 28

This intelligent ring is both *cursed* and *blessed*. Each time a person dons the ring, it instantly shapes itself to fit the wearer's finger. It will not allow itself to be removed after that time until either the person dies or a *remove curse* spell is successfully cast. The ring talks out loud in a high-pitched voice and tries to get someone to put it on by bragging about its vast powers. A *detect lie* spell will not reveal anything about the truth or falsity of the ring's words.

The *ring of Burbul* is actually a modified version of a *ring of contrariness*, but instead of having only one of the listed powers, it has access to all six powers. The ring has a craving for precious metals, the more precious the better. It eats them, using them as a source of power for both its existence and spell use. It prefers coins but does not turn down other small metal items such as earrings or other rings.

Each time the wearer wishes the ring to use a power, the DM should roll percentile dice twice. If the spell requested is one of the six available, there is a 20% chance (first roll) that the power will be activated. If the power fails or if the power requested is not possessed by the ring, the innate *contrariness* of the ring causes it to claim that it doesn't have enough power at the time to cast that spell. In addition, if the second roll was 10% or less, the ring's

contrariness affects the wearer like a *ring of contrariness*. No save is allowed, since the person is wearing a *cursed* item. The condition of contrariness becomes permanent unless a *limited wish*, *wish*, *alter reality*, or *remove curse* is cast.

The ring of Burbul has access to the following spell powers: *fly*, *invisibility*, *levitation*, *shocking grasp*, *spell turning*, and *strength*. The ring will not necessarily reveal to the wearer all of these powers at first (DM's option), it may boast of other nonexistent powers. It always insists on being fed before it attempts a spell. The amount of metal it wants before casting a spell is not a fixed value and may be negotiated with the ring on a case-by-case basis that depends upon the gravity of the situation the wearer (and thus the ring) is in. It sometimes accepts a promise to feed it well in the near future if it will perform a task immediately, but it will remember if the promise is not kept. (If the ring perceives great danger to itself or its wearer, it may decide to cast any of its spells.)

The ring's mouth can stretch to accommodate objects up to 1½ by ½ by ½ inch. Its interior is like a small *bag of holding*, and it can store up a great number of coins for later digestion. In extremely dire circumstances, the wearer might be clever enough to persuade the ring to literally "cough up" some coins.

In addition to coins, the ring loves small magical items such as rings. It may say that, if fed a tiny magical item, it will gain the item's powers. This is partially true, and only for the first time the ring is fed a magical item by its current owner. Thus, if the wearer fed it a *ring of fire resistance*, the *ring of Burbul* would gain the abilities of a *ring of fire resistance*. Unfortunately, it could access them only 20% of the time, with a chance of causing the wearer to become *contrary*. After the first magical item is consumed, there is only a 25% chance it will gain a new power each time it is fed an item; otherwise, the item and its power are lost. If this occurs, the ring apologizes and claims ignorance.

The ring does not like wizards, priests, paladins, or rangers because these classes cast spells. It likes to have the limelight all to itself. It is of neutral-good alignment and does not function for evil persons. It loves small, fun-loving demihumans, like halflings and kender. The more mischievous the use of its powers, the more likely it is to perform (the DM should assign a higher percentile for the ring to work in such cases).

The ring assumes the name of its current wearer

(the last wearer was Burbul, a Hairfoot). It should be played by the DM in a manner to add comic relief as well as mystery. It instantly gains the ability to speak the language of its current wearer, and thus knows many languages from across the galaxy (the DM should decide what these might be). It will sometimes recall strange tales or humorous jokes. The ring does not know its own origin or age, but it has been around for many centuries.

of Bureaucratic Wizardry

XP Value: — **GP Value:** 1,500

Tome of Magic

This cursed ring is indistinguishable from a *ring of wizardry*, but has one important difference. When a wizard casts any spell while wearing the ring, a sheaf of papers and a quill pen suddenly appears in hand. The papers are forms that must be filled out in triplicate explaining the effects of the spell, why the wizard wishes to cast it, whether it is for business or pleasure, and so on. The forms must be filled out before the effects of the spell will occur. The higher the level of the spell cast, the more complicated the forms become. Filling out the forms requires one round per level of spell.

As soon as the papers are filled out, the forms and the pen disappear and the spell effects occur just as the spellcaster desired. A *ring of bureaucratic wizardry* cannot be easily removed. *Remove curse* or a similar spell must be cast upon the wearer in order to remove the ring.

of Cantrips

XP Value: 500 **GP Value:** 2,500

Wizard's Challenge

Similar rings are known to exist, and are usually made of brass engraved with symbols inside and out. While wearing one, a wizard or bard can cast any *cantrip* magic, as described in the spell description. The wizard may create 1d4+4 effects per day, and each effect lasts as long as the wizard concentrates.

Cat's Eye

XP Value: 500 **GP Value:** 2,500

Rage of the Rakasta

This looks like a simple gold ring set with a gem that looks very much like the eye of a cat. It was crafted several decades ago as a gift for a human warrior who had done a great service for the rakasta. When that hero died, the ring was returned to the rakasta, who are saving it to give to the next

human hero that earns their favor. When worn, it gives its owner *infravision*, just like that possessed by dwarves, elves, or rakasta. The ring has no effect if worn by a character who already has *infravision*.

Chameleon Power

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide, 1st Edition

Whenever the wearer of this ring desires, he or she is able to blend in with the surroundings. This enables 90% invisibility in foliage, against walls, and so forth. If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60 feet or less, the ring enables the wearer to seem to be one of those creatures, but each turn of such association carries a 5% cumulative chance that the creatures will detect the ring wearer for what he or she is. Thus, such an association can never persist for more than 20 turns without the wearer being detected—at the end of that time, the chance of detection has risen to 100%. Creatures with 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature of Intelligence 16 would have a base chance of $16 + 5\% = 21\%$ at the end of turn one, 26% at the end of turn two, and so forth. Creatures with 3 or lower Intelligence instinctively and automatically detect the wearer if they come within 10 feet.

of Cirulon

XP Value: 2,000 **GP Value:** 10,000

Dragon Keep

This is a clear, crystal ring that contains flecks of the same color as the dragon that presented it. The ring must be worn on the right hand. It *cures light wounds* (less than 6 points of damage) completely and *heals* a mortal wound sufficiently to prevent death (bringing the character up to 1 hit point). The ring is activated by touch. It can be used only once.

Cildarius's Ring of Wizardry

XP Value: 4,500 **GP Value:** 56,000

1992 Fantasy Collector Card 267

Gilidarius placed his *ring of wizardry* upon the *runes of magical absorption* on the great stone table in Raistlin's laboratory. He left it there for a full cycle of the moon, Nuitari, doing this while Raistlin was away from the Tower of High Sorcery. As a result, the ring not only doubles his 4th-level spells, but he can carry one extra necromantic spell of each level whenever Nuitari is in its full phase.

Clairaudience**XP Value:** 1,000**GP Value:** 7,500

DRAGON Magazine 117

This ring's gem is a small amethyst with a normal value of 100 gp. The amethyst is easily separated from the ring; it can then be placed in a location where the owner wishes to eavesdrop. A pick pockets roll allows a thief to secretly slip the amethyst into the clothes of another character. Any character can hide the gem in an empty room, barring extraordinary circumstances.

Whatever is said within 60 feet of the amethyst is magically *transmitted* to the ring itself, and the words are then heard by the ring wearer alone. The gem-ring connection has a range of 48 inches, but only transmits sounds that could be heard by a normal human in the same location as the amethyst.

Clear Thought**XP Value:** 1,500**GP Value:** 7,500

DUNGEON MAGAZINE 13

Similar to a *ring of free action*, this item diminishes the chance for others to gain control over the wearer. Where a *ring of free action* limits attempts to restrain the wearer's physical capabilities, a *ring of clear thought* is particularly attuned to those spells that affect mental capacities. The wearer gains immunity to the effects of certain mind-based spells such as *sleep*, *charm*, and *fear*. He also gains a +4 bonus to his saving throw vs. the psionic blast power.

If an undead creature wears the ring, it is afforded some protection against the turning ability of priests. A priest's chance to turn a creature wearing the ring is determined as if the priest were four levels lower than his or her actual level of experience.

While the ring is worn, the wearer gains the temporary benefit of adding 1 point to Intelligence (18 maximum), as if using a *scarlet and blue ioun stone*. All effects of the ring are lost if the ring is removed or destroyed.

of Cloaked Wizardry and Invisibility***XP Value:** +500**GP Value:** +2,500

DRAGON Magazine 179

This ring functions as a *ring of invisibility*, but the ring, the wearer and all carried items are not only invisible, but undetectable by normal means, such as *detect magic*. An *identify* or *legend lore* spell or ability can reveal its true nature, however.

of Clumsiness**XP Value:** —**GP Value:** 3,000

DUNGEON MASTER Guide

This cursed ring typically radiates an aura like another, beneficial, ring to disguise its baneful nature. The possible secondary powers are:

Roll	Secondary Power
01-10	Free Action
11-20	Feather Falling
21-35	Invisibility
36-50	Jumping
51-60	Swimming
61-80	Warmth
81-00	Water Walking

The secondary power works normally, except when the wearer is under stress—combat, stealth, delicate activity, and the like—at which time the *clumsiness* takes effect. Dexterity is reduced to half normal, rounded down. Chances for stealth and precise actions are also lowered by one-half, rounded down. Any attempt at spellcasting that requires the handling of a material component or the accomplishment of a somatic component will succeed only if the wearer rolls a successful saving throw vs. spell, otherwise, the spell is botched and annulled.

The ring can be taken off only by a successfully cast *dispel magic* spell, cast at the 12th level. Success destroys both the primary and secondary power of the ring.

of the Comet**XP Value:** 2,000**GP Value:** 10,000

Crystal Spheres

This ring appears to be nothing more than a valuable piece of jewelry. The band is a magically enhanced platinum alloy, and a large, perfectly cut emerald is set in the band. These elements alone give the ring a value in excess of 3,000 gp in an open market. It is worth far more than that due to its powerful enchantment.

The ring is of particular value to spacefarers because it has the ability to summon a comet steed. Comet steeds are rare space-mounts that have the ability to travel at spelljamming speed. The ring, when found, has 4d4 charges. Each use, regardless of success, permanently drains one charge from the item. It cannot, by any means short of a *wish*, be recharged. Once the item's charges have been depleted, it is nonfunctional (but the owner still has

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a very beautiful, very valuable ring).

A charge is expended any time the user attempts to summon a comet steed. First, the DM should decide if a comet steed is available in the area. If the DM would like to determine randomly, assume a 30% chance of a steed being available. The comet steed gets a saving throw vs. magic. If it fails, then it must travel to the summoner post-haste (which is fast for a horse that can spelljam!).

A summoned comet steed must serve the owner of the ring unless he or she is evil. A comet steed never serves evil creatures. The steed will serve the summoner for one mission and then it departs. The DM has final discretion as to what constitutes a mission, but in any case, the length of servitude cannot exceed one month. The comet steed will not risk its life for the summoner.

The origin of the item is unknown. Most likely, it was created by spacefaring wizards for groundlings who would not know how to engage the assistance of the comet steed (or perhaps not even know of the existence of comet steeds!).

It is not known how many of these rings exist, but there are certainly more than one and probably several dozen. The arcane have been known to have the rings available for sale or trade, in their fashion.

of Command

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 117

A *ring of command* commonly has 3d10 charges when found. The ring has the following abilities, only one of which can be used at any given time:

1. Command: This ability duplicates the 1st-level priest spell of the same name. Creatures with an Intelligence of 13 or better (highly Intelligent or above monsters) or with more than 5 HD or levels are entitled to a saving throw vs. spell. A command uses up one charge for every round the command is in effect. For instance, an orc could be told to "die!" and would stay "dead" (unconscious) for 5 rounds if five charges were spent.

2. Charm person: This power is the same as the 1st-level wizard spell. Two charges must be spent to *charm* a character and an additional charge per day must be expended to continue the spell each day after that. The victim is allowed a saving throw vs. spell to negate the *charm*. A character using a *ring of command* can expend another two charges to try again, of course, in the event the victim saves.

3. Suggestion: This ability is similar to the 3rd-level wizard spell. The target of a *suggestion* is allowed a saving throw vs. spell, as with *charm person* above. A *suggestion* costs two charges and lasts for one hour. More charges can be spent for additional hours, at a rate of one an hour, as desired.

All of these powers only work on the humanoids listed in the *PHB* under *charm person*, and their counterparts in the *MONSTROUS COMPENDIUM Appendices*, *MONSTROUS MANUAL*™ accessory, and the race-oriented *PHBRs*.

of Continual Churning

XP Value: 500

GP Value: 2,500

Wonders of LANKHMAR

When placed on a finger, this ring does nothing. When it is placed on a spoon or stirrer of any sort, it begins to spin the spoon around, churning any liquid the spoon is placed in. If there is no liquid, it continues to gyrate as though liquid were present. The ring is designed to help alchemists who have delicate mixing to perform that require uninterrupted stirring for great lengths of time.

The ring could be put on a broom, but the broom would only sweep in a circular pattern over the same spot, until the ring is removed.

of Contrariness

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

This magical ring is cursed, making its wearer unable to agree with any idea, statement, or action. Once put on, the ring can be removed only after a *remove curse* spell is cast upon the individual wearing it. Because of the curse, the wearer will resist any attempts to cast such a spell. The *contrariness ring* will have one of the following additional magical properties:

Roll	Additional Property
01-20	<i>Flying</i>
21-40	<i>Invisibility</i>
41-60	<i>Levitation</i>
61-70	<i>Shocking Grasp</i> (once per round)
71-80	<i>Spell Turning</i>
81-00	<i>Strength</i> (18/00)

Note that contrariness can never be removed from the ring. The wearer uses his or her own powers, and those of the ring, to keep it on a finger. The wearer of the ring never damages him or herself. If, for example, other characters suggest that the wearer make certain that personal attacks are well-defended, or that the wearer should not strike his or her own head, the ring wearer will agree—possibly attacking or striking at the speaker's head—because obviously the result must be contrary in this case. If a *ring of contrariness* turns spells, the cumulative *remove curse* cast upon the individual wearing it must equal or exceed 100%.

of Coolness

XP Value: 1,000 **GP Value:** 5,000

DRAGON'S CROWN® Sourcebox

This green jade ring is similar in function to the *ring of warmth*, except that it protects against the heat of the desert sun. It protects its wearer from the effects of heat, even when fully exposed to the sun and wearing heavy armor. It provides restoration of heat-sustained damage at the rate of 1 point of damage per turn. It also increases saving throws vs. heat-based attacks by +2, and reduces damage sustained by -1 per die.

Corkitron's Ring of Human Influence

XP Value: 1,500 **GP Value:** 7,500

1992 Fantasy Collector Card 191

Corhtron's version of a typical *ring of human influence* is very similar to the normal one. Cork-

itron's Charisma is raised to 18 for all encounter reactions, and a *suggestion* and *charm person* spell can each be cast once a day. Corkitron's ring can charm up to 28 levels or Hit Dice of creatures (rather than 21). It also has the unfortunate effect of turning all failed encounter reaction checks against Corkitron to severely hostile.

Courtly Etiquette

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

The *ring of courtly etiquette* is a simple silver band. The wearer of this ring is able to speak and act in a courtly manner, regardless of upbringing or familiarity with social conventions.



Crius's

XP Value: 3,500 **GP Value:** 25,000

DRAGON Magazine 117

Crius is the greater titan of density and gravity, and was one of those thrown down from power by his descendants. Being jealous of the new (Olympian) gods that the mortals worship, and wanting to control the fate of those on the Prime Material Plane, Crius placed a portion of his power in a ring and cast it into the world. The ring is a plain copper band with the name Crius engraved on the inside. It performs simply as a *ring of feather falling* until it

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is immersed in the blood of a priest (of at least 5th level) of one of the Greek gods, at which time its true powers become known.

At will it can:

- Decrease body density as per the psionic ability body Equilibrium (the wearer takes double damage from all attacks at this time).
- Create a gravity field around the wearer that causes all launched missiles (arrows, spears, etc.) to fall short and miss, if they fail to save.

Once per day it will:

- Increase body density to act as a triple strength *stone skin* spell (three attacks or attack sequences affected; the wearer is at half movement at this time).
- *Reverse gravity* as a 10th-level wizard.
- *Increase gravity* in a 40- by 40-foot area to such a degree that all creatures and objects within the area are immobilized. If a save vs. spell is made, creatures are still affected as if under a *slow* spell.

A select group of the priests of Zeus has been chosen to search for and destroy the *rings of crius*. This brotherhood will go to any length to carry out its quest, for the ring is thought to be linked to a possible rebellion of the titans against the Greek gods.

Cursed Ring of the Great Kingdom

XP Value: — **GP Value:** 2,000

GREYHAWK Adventures

This cursed magical item was created by a wizard who was loyal to the Great Kingdom. Though the ring has only limited power, its use to plague the diplomats of the Iron League was well known.

Once it has been placed on a character's finger, the ring causes problems when the wearer attempts to use the charisma reaction bonus. As the character tries to make a good impression, the victim commits an embarrassing faux pas instead. The effect depends upon the occasion: If the encounter requires manners, the character might belch; if it is a solemn event, the wearer may giggle; if it requires silence, a loud sneeze; if it requires the character's full attention, a long yawn might be produced, and so on.

A character making a successful saving throw vs. spell is unaffected and receives his normal charisma bonus. If the saving throw is failed, the character receives a -50% penalty to the reaction check. The ring itself can be removed from the unfortunate character's finger, but the curse remains until negated by a *remove curse* spell.

Note that the ring can be passed to many owners, and the ring can affect them all equally.

of Curses

XP Value: —

GP Value: 1,500

Prince of LANKHMAR

These rings come in all varieties. They can be very dangerous items, or excellent contingency objects. A cursed ring occurs when the enchantments performed on a ring fail. When this happens, the ring tends to take on a property either exactly the opposite of the intended purpose, or a random, unguessable, property.

For example, if an evil wizard were attempting to make a *ring of regeneration*, the failed ring may end up as a *ring of degeneration*, or else the ring would take on a completely random property. Below, there is a list of optional effects that can occur with a failed enchantment.

Roll	Effect
01-50	No special effect. The item completely refuses to accept the enchantment.
51-70	The effect is exactly opposite.
71-80	The ring becomes cursed, and explodes when removed from the finger for 5d6 points of damage.
81-90	The ring can never be removed short of a <i>wish</i> .
91-00	The ring causes everyone within 15 feet to roll Wisdom checks, with failure meaning they attack the closest character for 1d6 rounds.

One thing to realize is that this ring does not register as cursed when an *identify* spell is cast upon it; nor does it register as evil with a *know alignment* spell. In that instance, there is a percentage chance equal to the wizard's level of detecting that there is something terribly wrong with the ring. Of course, if a result of 01-50 is achieved above, the ring does not register as being magical.

Dalamar's Ring of Healing

XP Value: 5,000

GP Value: 40,000

DRAGONLANCE Adventures

These rings were often used throughout the ages as wizards' last defenses against death. This ring works only for magic-users and must be worn upon the right hand. It can cure a light wound (less than 6 points of damage), completely and can heal a mortal wound sufficiently to prevent death (it brings the

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character up to 1 hit point). It is activated by touch. Once used, the ring cannot be used again by that PC.

Dart

XP Value: 500

GP Value: 2,500

DRAGON Magazine 5

Created by sylvan creatures, the *dart ring* adjusts its size to fit the finger of any humanesque hand. The darts fired by this ring are thornlike points. When it hits, the dart causes 1 point of damage, but the victim struck dies of poisoning in two days unless a *neutralize poison* spell is used or a saving throw vs. poison with a -4 penalty is made. The ring fires once per turn (10 rounds) at distances up to 30 feet. The *dart ring* has 10d4 charges.

When fired, the dart attacks with a THAC0 of 10. It ignores all magical bonuses to Armor Class granted from rings, armor, or other items. A dart only takes Dexterity bonuses, and nonmagical bonuses from actual armor and shields. In other words, *rings of protection*, *robes of protection*, *potions of displacements*, magical bonuses from armor, and other items are ineffectual against the *darts*.

of Delusion

XP Value: —

GP Value: 2,000

DUNGEON MASTER Guide

A *delusion ring* convinces the wearer that it is some other sort of ring—whatever sort the wearer really wants. The wearer is completely convinced that the ring is actually one with other magical properties, and unconsciously uses abilities of any sort (including those of other magical items available) to produce a result commensurate with the supposed properties of the *delusion ring*. The DM determines how successful the self-delusion is, as well as how observers are affected and what they observe. The ring can be removed at any time.

Depetrification

XP Value: 1,000

GP Value: 10,000

DUNGEON MAGAZINE 25

This gold ring, set with a large red ruby, can cast the equivalent of a *stone to flesh* spell. The ring must be worn and touched to a stone in order to activate the effect. A successful *depetrification* uses up one charge.

The ring only works on creatures that have been *petrified* by magical means, such as a *flesh to stone* spell or the gaze of a basilisk. Touching the ring to a normal stone has no effect. The ring holds 15 charges and can be recharged.

of Disguise

XP Value: 600

GP Value: 3,000

POLYHEDRON Newszine 47

Three times per day, this ring can alter the wearer's appearance as though the 2nd-level wizard spell, *alter self* had been cast. Each change lasts for one turn. The ring can be used by any character.

Distraction

XP Value

GP Value

Normal: 1,000

5,000

Rare: 1,500

7,500

Cursed: —

1,000

DRAGON Magazine 117

This ring seems to be a normal ring. In combat, it is capable of generating a sudden burst of light and sound that is perceived only by one opponent in melee with the ring wearer (including those firing or hurling missile weapons within a 60-foot range). The burst of light and sound is heard by no one else, and the target victim is designated by the ring wearer's mental commands. This distraction causes the attacker to suffer a -4 penalty on all attacks for the current round. If the opponent saves vs. spell, the penalty is reduced to a -2 to the attack roll. This attack is made at the start of a melee round, regardless of all other circumstances, as it is a mental command. The ring may be used in this fashion up to five times per day. Once placed on a finger, the ring reveals its powers to its wearer. One out of five (20%) of these rings do not operate on a conscious mental command, however. These rings simply generate a flash and sound burst for the first five melee rounds in which the wearer is involved in combat in a day. As a result, the wearer might not immediately be aware that the ring is having any effect at all, though the ring wearer's opponents may appear to act strangely. Another 5% of these rings are *cursed* (and cannot be removed without a *remove curse* spell) to cause the flash and noise burst to affect the wearer himself and no one else.

of Dizziness

XP Value: —

GP Value: 2,500

Old Empires

This cursed, magical item is sometimes found in the tombs of Mulhorand, placed there to punish grave robbers. This appears to be a normal magical ring, perhaps a *ring of protection*. When used in an actual combat where the wearer may be hurt, the

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wearer becomes violently dizzy. The wearer must roll a successful saving throw vs. spell or be unable to attack. Even if the saving throw is successful, all of the victim's attacks suffer a -4 penalty to attack rolls, and all attacks against the wearer gain a +4 bonus to the attack roll.



of Djinni Summoning

XP Value: 3,000 **GP Value:** 20,000

DUNGEON MASTER Guide, 1st Edition

One of the many fabled rings of fantasy legend, a "genie" ring is a most useful possession. It is a special "gate" by means of which a certain djinni can be summoned from the Elemental Plane of Air. When the ring is rubbed, the summons is served, and the djinni will appear on the next round. The djinni will faithfully obey and serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless. See the MONSTROUS MANUAL accessory for details of a djinni's abilities.

In a Dragonlance Campaign: *Rings of djinni summoning* do not exist on Ansalon.

In Ravenloft: The djinni appears, and serves the wearer once. After that service, the djinni tries to return to its own plane—and cannot. This is a violation of the pact of the ring; the djinni is freed. If its former master was kind and reason-

able, the djinni leaves to find its own exit from the demiplane. If its former master was cruel and harsh, the djinni attacks.

Draupnir

XP Value: 4,000

GP Value: 20,000

Gods, Demigods, & Heroes

This artifact produces a similar golden ring of 1d6(×10,000) gp value every night. Odin's avatar often gives these away to his faithful servants, the Einheriar, or those others that please him.

Draupnir II

XP Value: 4,000

GP Value: 20,000

DUNGEONS & DRAGONS Master Set

In Scandinavian legend, *draupnir*, the famed magical ring, was made by Odin for the dwarves. Every nine nights the ring produced eight nonmagical rings equal in size and beauty to itself, and is thus a fertility symbol. While this ring is worn, the user suffers only one-half damage from all attacks. Successful saving throws reduce the damage by 75%.

Drow

XP Value

GP Value

To Drow: 1,000

5,000

To Nondrow: —

1,000

DRAGON Magazine 117

This item is made of eight strands of different, unique metals entwined to form a ring. The drow found it troublesome when their magical items deteriorated upon leaving their underground homeland for long periods of time; to combat this, they created this ring. The *ring of the drow* is only made in the drow homelands by the priests of Lolth. Its purpose is to keep drow-made items in possession of a wearer from deteriorating. To do this, the ring radiates an aura of magical energy that duplicates the radiations deep in the drow homelands. This aura only affects the wearer and the wearer's possessions.

As a side effect of the ring's magical aura, a *detect magic* spell reveals the wearer to radiate magic strongly. In addition, *detect evil* shows the wearer of one of these rings as evil, and *know alignment* indicates that the wearer is chaotic evil, regardless of the wearer's true alignment. If the wearer uses the psionic power of *Aura Alteration* to try to change the aura, the wearer must save vs. spell or else change alignment to chaotic evil. If the wearer saves, or if the wearer fails to save but is already chaotic evil, the psionic power functions normally,

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and the ring's aura is temporarily changed.

To possess one of these rings is considered a great honor among the drow, because it signifies that the wearer has traveled far from the homeland, and that he or she was aided by a priestess favored by Lolth. Drow will kill any creature other than a drow who possesses one of these rings.



of the Eagle

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 91

This ring allows the wearer, at will, to *shape change* into a giant eagle for an unlimited period of time. All of the wearer's clothing and personal possessions carried (except for live beings) are merged with the giant eagle form and are unusable while the ring wearer is in that form. The user may fly for up to 12 hours nonstop, but suffers from exhaustion effects after that, losing 1 hit point per turn until stopping to rest for 3-6 hours.

In eagle form, the user of the ring retains his or her normal hit points, Intelligence and Wisdom scores, and psionic abilities (if any). Spells cannot be cast (although the memory of spells already learned or prayed for is not affected), nor can weapons be wielded, other than the eagle's claw and beak attack. The user has all the physical and combat abilities of a giant eagle, includ-

ing superb vision (same effect as wearing *eyes of the eagle*). The eagle's Armor Class cannot be improved by any magical device; a *ring of protection* slipped on a claw, for example, has no effect. If the user of the ring drops to less than half of his or her full, normal hit points, any attempt to *shapechange* using the power of the ring fails until the user recovers enough hit points to bring the total back above the half normal amount. This applies whether the user is in eagle form or in normal form. If the user stays in eagle form for longer than 24 hours at one time, there is a cumulative 1% chance per day thereafter, for as long as the eagle form is maintained without interruption, that the ring's powers will fail, rendering the ring powerless, and causing the wearer to remain in eagle form permanently unless a *wish* is used to restore the wearer.

of the Ear

XP Value: 600 **GP Value:** 3,000

DUNGEONS & DRAGONS Rules Cyclopeda

This ring, worn on the ear as an earring, has no effect when worn. However, when removed and placed against any surface (a door, or a chest), the user may hear all noises occurring within 60 feet of the surface. Light breathing, heartbeats, and even faint breezes can be heard. The ring will function three times per day.

of Eelix

XP Value: 3,000 **GP Value:** 15,000

DRAGON Magazine 139

This magical ring bestows an increase of two levels for spellcasting when worn by a wizard; the power lasts one hour and can be used once per day.

of Eelix II

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 139

This magical ring produces a suit of armor made of blue light around its wearer on demand. The armor is equivalent to chain mail, but weightless. This item may be used by any class for an unlimited duration.

of Elemental Adaptation

XP Value: 2,500 **GP Value:** 12,500

DUNGEONS & DRAGONS Rules Cyclopeda

There are seven different types of this ring; roll 1d100 to determine the exact type or select one as appropriate.

Roll	Element
01-21	Earth
22-42	Air
43-63	Fire
64-84	Water
85-91	Earth and Fire
92-98	Air and Water
99-00	All elements

The wearer of this ring can, when in the appropriate elemental plane, freely breathe and see through the gaseous element (the equivalent of air on the Prime Material Plane).



of Elemental Command

XP Value: 5,000

GP Value: 25,000

DUNGEON MASTER Guide

The four types of *elemental command rings* are very powerful. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned can't attack or even approach within 5 feet of the wearer. If the wearer desires, this protection may be abandoned. Instead, the wearer can attempt to *charm* the elemental (saving throw applicable with a -2 penalty to the die). If the *charm* fails, however, total protection is lost

and no further attempts at charming can be made, but the secondary properties given below will then function with respect to the elemental.

2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 on each Hit Die and makes applicable saving throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +4 bonus to the attack roll (or -4 on the elemental creature's saving throw), and the wearer inflicts +6 damage (total, not per die) adjusted by any other applicable bonuses and penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.
3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will recognize that he wears the ring, and they show a healthy respect for the wearer if alignments are similar. If alignment is opposed, creatures will fear the wearer if he is strong, hate and desire to slay him if the wearer is weak. Fear, hatred, and respect are determined by the DM.
4. The possessor of a *ring of elemental command* suffers a saving throw penalty as follows:

Type	Saving Throw Penalty
Earth	-2 vs. petrification
Air	-2 vs. fire
Fire	-2 vs. water or cold
Water	-2 vs. lightning/electricity

5. Only one of the powers of a *ring of elemental command* can be in use at any given time. In addition to the powers described above, the ring gives characters the following abilities:

Earth

- *Stone tell* (once a day)
- *Passwall* (twice a day)
- *Wall of stone* (once a day)
- *Stone to flesh* (twice a week)
- *Move earth* (once a week)
- *Featherfall*

The ring will appear to be a *ring of feather falling* until the condition established by the DM is met.

Air

- *Gust of wind* (once per round)
- *Fly*

- *Wall of force* (once a day)
- *Control winds* (once a week)
- *Invisibility*

The ring will appear to be a *ring of invisibility* until a certain condition is met (having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).

Fire

- *Burning hands* (once per turn)
- *Pyrotechnics* (twice a day)
- *Wall of fire* (once a day)
- *Flame strike* (twice a week)
- *Fire resistance*

The ring will appear to be a *ring of fire resistance* until the condition established by the DM is met.

Water

- *Purify water*
- *Create water* (once a day)
- *Water breathing* (5-foot radius)
- *Wall of ice* (once a day)
- *Airy water*
- *Lower water* (twice a week)
- *Part water* (twice a week)
- *Waterwalking*

The ring will appear to be a *ring of water walking* until the condition established by the DM is met.

These rings operate at the 12th level, or the minimum level needed to perform the equivalent magical spell, if greater. The additional powers have an initiative modifier of +5.

of Elemental Metamorphosis

XP Value: 3,000

GP Value: 15,000

Tome of Magic

There are four types of these rings, each corresponding to one of the four elements. When one of these rings is discovered, the type is determined randomly.

Roll	Element
1	Earth
2	Air
3	Fire
4	Water

Each of these rings has the power to *polymorph* the wearer into an elemental of the appropriate type. When the transformation occurs, the sub-



ject's equipment is absorbed into the new form. The affected character retains all mental abilities, but cannot cast spells.

Characters who are not accustomed to the new form suffer a -2 penalty on attack rolls until they successfully strike an opponent in two consecutive combat rounds. After this occurs, it is assumed they have mastered their new shape.

The *polymorphed* character acquires the form and physical abilities of the appropriate elemental. This includes Armor Class, but the character is subject to attacks by weapons of less than +2 enchantments, movement rates, and attack routines (including special attacks). Hit points and saving throws are identical to those for the character's natural form.

Additionally, the character has immunity from damage by exposure to that element and may move and breathe freely within it. Thus, a character metamorphosed into a fire elemental could swim in a pool of nonmagical lava without risk of injury, but the same character could be damaged by magical fire, such as that from a fireball spell.

The ring may be used once per day for 1d4+1 turns, at which time the character reverts to his normal form. The wearer can end the metamorphosis at any time. When returning to his or her own form, the wearer regains 1d12 hit points.

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If a successful *dispel magic* spell is cast upon the subject at any time while the PC is transformed, the character is forced back to normal form and must succeed at a system shock roll or die. The wearer returns to original form when slain or when the effect is dispelled, but no hit points are restored in these cases.

of Energy

XP Value: 500

GP Value: 6,000

DRAGON Magazine 99

This magical ring always has a gem of some sort in its setting. Upon command, a pencil-thin beam of energy can be made to shoot out from the gem toward a desired target. The beam automatically hits any selected target located along an unobstructed line of sight, within 60 feet of the ring wearer. A save vs. spell is allowed to avoid the beam and its damage, and if the intended target makes its saving throw, the beam continues along its straight-line path and may hit an unintended target that lies within range. The power beam of the *ring of energy* loses potency as it travels outward.

Target Distance	Damage
1' to 20'	4d6
21' to 30'	3d6
31' to 40'	2d6
41' to 60'	1d6

The beam only affects living things; golems, undead, and creatures of similar sort are not injured by it, but it does hit such creatures and in so doing expends its energy. The *ring of energy* cannot be used more than four times in one day. The energy of the power beam is drawn from the Ethereal Plane and each usage has a 3% chance (noncumulative) of opening a passageway to that plane and causing a *terithran* to arrive on the Prime Material Plane. Any such creature "summoned" in this fashion appears 30 feet away from the ring wearer, intent upon destroying the ring (and its possessor, if necessary).

ESP

XP Value: 2,000

GP Value: 16,500

DRAGON Magazine 188

This plain brass ring is a magical item that enables an intelligent wearer of any class or race to use *ESP* as the wizard spell, up to three times a day, and up to a one turn duration per use; it can be stopped earlier by the mental command of the

user. The wearer of such a ring gains a +1 bonus to all saving throws against enchantment/charm spells, whether or not the ring is active when the spell strikes.

of Faerie

XP Value: 1,000

GP Value: 7,500

Unearthed Arcana

This specially dweomered ring is given by the grey elves to their closest associates and allies only. Each ring is aligned either toward evil (5%), good (75%), or neutrality (20%). It enables the wearer to perform certain functions as if he or she were an elf:

Concealment in woodlands is such that the wearer can be detected only by those creatures able to detect invisible objects. If alone and not in metal armor, the wearer can move silently with a 66% chance of success, enabling him or her to achieve surprise on a roll of 1-4 on 1d6. An attempt to move silently will succeed on a roll of 01-67; if the number rolled is 68 or higher, then noise generated by the wearer's movement will be discernible up to a number of feet away from the individual equal to the die roll divided by 10 (rounded up).

Infravision to a range of 60 feet is bestowed by the ring.

Concealed doors are noted 16% of the time (roll of 1 on 1d6) when going past them, 50% of the time when actively searched for.

Secret doors are found 33% of the time (1-2 on 1d6) when actively searched for.

Rings of an alignment not corresponding to that of the wearer will not function.

Famulus

XP Value: —

GP Value: 28,000

IMAGINE Magazine 10

This is a plain gold band that once belonged to a wizard named Famulus. It is highly magical, acting as a *ring of protection* +2 and conferring the power to *teleport without error* twice per day and *cause serious wounds* by touch once per day. The ring is not without its side effects, however. It pollutes any holy water within 10 feet, and the touch of its wearer kills green plants. The ring is cursed; once placed on a finger, it cannot be removed except with the aid of a *wish* or a *remove curse* by a spellcaster of at least 18th level; the wearer cannot even detach the finger bound by the ring in order to remove it.

Fashion

XP Value

Normal: 1,000

Rare: 2,000

GP Value

3,000

6,000

DRAGON Magazine 117

The *ring of fashion*, when commanded with the proper key word, immediately dresses the user in any sort of clothing the character desires, short of true armor of any sort (all costumes are AC 10). One out of 10 of all such rings allows the wearer to create heavy clothing that can be counted as padded armor (AC 8).

Unfortunately, there is also a 1% chance that the ring will create a completely random set of clothing that lasts for 1d6 turns before fading. Such clothing appears in place of any other sort of clothing worn when the ring is activated. No metallic or metal-studded armor can be worn by the user when the ring is activated, or else the ring will not function. Magical metallic items of small size, such as rings, bracers, or jewelry, do not affect the function of this device. However, magical and normal suits of leather or cloth armor vanish once the ring is activated, returning only when the ring's effects are dispelled or negated. All magical girdles, boots, cloaks, and the like, similarly vanish and return later.

of Fearlessness

XP Value: 1,000

GP Value: 12,000

POLYHEDRON Newszine 90

A *ring of fearlessness* is a delicate band of silver set with a small ruby. Though dainty, it is a powerful magical item that can be worn by men or women of any class and race.

It is uncertain how many of these deadly rings exist. A Waterdhavian wizard, Julius Silverheart, made several of them in 762 DR. At the time, Silverheart was instructing a rather disappointing apprentice named Jed. Silverheart knew that Jed lacked courage, and Silverheart, who was known for his bravery, saw Jed's cowardice as a great failing. Wanting him to lead a full and adventurous life, Silverheart crafted a *ring of courage* for him, and was reported to have made a few more in the hopes of selling them to others like his apprentice.

Jed was given the ring on his birthday with no mention of its magical properties. He wore the ring constantly until his death 19 days later. Seeing a woman menaced by more than a dozen thugs, Jed charged to her rescue and was quickly slain. The thug's leader stole the ring, and a few

days later made the mistake of provoking a skilled adventurer, Bonecrusher Aulwait, who slew the fearless thug and acquired the ring.

During the next two decades, Bonecrusher killed seven dragons and many other monsters, and gained a reputation for deadly calm in the most lethal of situations. The ring was passed on to his son, who was more confident than capable in a fight.

In the centuries that followed, one or more of the rings found their way onto the fingers of the Realms' greatest heroes; the Paladin Sara of Tyr, Duke Milios, and the peasant hero, Bill.

The number of people who died because they did not have the ability to match the confidence the ring bestowed remains unknown.

A *ring of courage* makes its wearer immune to natural or magical fear and reduces the wearer's Wisdom by 2. The wearer believes that he or she can handle any dangerous situation and acts accordingly. To a skilled adventurer, such a ring can be an asset. To anyone else, the ring is a death sentence.

The ring can be removed at any time, though the Wisdom loss remains. There are no restrictions on who can use this ring.

of Feather Falling

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER Guide

This ring protects its wearer by automatic activation of a *feather fall* if the individual falls 5 feet or more. (See the *feather fall* spell in the DMG.)

of Fire Resistance

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER Guide

The wearer of this ring is totally immune to the effects of normal fires—torches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, hellhound breath, or a *wall of fire* spell will cause 10 points of damage per round if the wearer is directly within the conflagration. Exceptionally hot fires such as red dragon breath, pyrohydra breath, *fireballs*, *flame strike*, and *fire storm*, are saved against with a +4 bonus to the die roll, and all damage is calculated at -2 per die, but each die is never less than 1 in any event. As a rule-of-thumb, consider very hot fires as those that have a maximum initial exposure of up to 24 hit points, those of exceptional heat (25 or more hit points).

of Fire Starting**XP Value:** 1,000**GP Value:** 3,500

DRAGON Magazine 117

The beauty of this ring is obvious under even the most casual inspection. Its band is forged from a bright, silvery metal and has an intricate bas-relief of an ancient fire tending ceremony carved into its surface. The stone is a 5,000 gp diamond and glows with a faint inner light. When it is worn, a slight sensation of warmth can be felt emanating from it.

If the wearer touches the stone to any combustible substance and speaks the command word, the material must save vs. spell or burst into flame. The material need not be entirely dry or pure, and the conditions do not have to be temperate in order for the ring to function. This ring has an unlimited number of uses. It is itself immune to all fire- and heat-based effects, magical or otherwise.

of Flying**XP Value:** 1,000**GP Value:** 7,500

DUNGEON MAGAZINE 14

This magical ring allows the wearer, and up to 600 pounds of weight, to fly at will, as the 3rd-level wizard spell. The ring may be used for up to two cumulative hours of flight per day. If worn in flight past that limit, the ring ceases to function and the user falls. One *featherfall* spell (cast at 12th level) may be used from this ring per day, in addition to the powers of flight; however, the wearer should note that the *featherfall* spell has such a short duration, the wearer's descent is slowed for only 100 feet during that time. Thus, this spell should only be called upon when the wearer is about to strike the ground, or else he or she falls again when the spell's duration expires.

Flynn's Ring of Fire**XP Value:** 1,000**GP Value:** 5,000

DRAGON QUEST Game

This magical ring is fashioned from a spiraling band of copper and is set with a small fire opal. It is rumored that this ring was created by a lost race that served fire giants in the distant past. Once per turn, it can be commanded to fire a small bolt of fire up to 60 feet. Anyone hit by the fire takes 2d4 points of damage. Only wizards and elves may use this ring.

of Folly***XP Value:** —**GP Value:** +500

DRAGON Magazine 179

When donned, this *cursed* ring causes the wearer to lose 1 point of Wisdom and Intelligence per turn until the individual reaches a score of 3 in each ability. The loss is not noticeable until the character is called upon to perform some action that requires one of these abilities (such as gaining spells or proficiency checks). Once the abilities reach 3, the individual is under the effects of a *feeblemind* spell and may not use the abilities of his or her character class, nor gain further experience. The *ring of folly* may be removed only by *remove curse*, followed by *dispel magic*. Intelligence and Wisdom are then returned at the rate of 1 point per day of rest. The *ring of folly* may have a secondary function, such as *feather falling* or *invisibility*, at the option of the DM.

of Fortitude**XP Value:** 1,000**GP Value:** 5,000

Tome of Magic

When worn, the *ring of fortitude* grants the wearer a bonus of +4 to one randomly selected ability score for the purposes of spell resolution only; roll 1d12:

Roll Enhanced Ability

1-6 Dexterity

7-11 Wisdom

12 Constitution

It does not affect ability checks or other aspects of ability scores, except as a direct result of spells or magical abilities. For example, a character with a natural Constitution of 14 would have an enhanced score of 18 while wearing this ring. No extra hit points are acquired with its use, but the wearer's system shock when resolving the *polymorph other* spell is increased to 99%. With a Constitution enhancing ring, the bonuses even apply to the *raise dead* and *resurrection* spells. All effects are lost when the wearer removes the ring.

of Free Action**XP Value:** 1,000**GP Value:** 5,000

DUNGEON MASTER Guide

This ring enables the wearer to move and attack freely and normally even when attacked by a *web*, *hold*, or *slow* spell, or even while underwater. The spells simply have no effect. While underwater, the individual moves at normal (surface) speed

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and does full damage even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), since the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

of Freedom

XP Value: 5,000 GP Value: 25,000

BLACKMOOR

The *ring of freedom* allows one to move in water as if the character were in air. It also allows normal (surface) damage to be inflicted upon opponents while underwater.

of Gargoyles

XP Value	GP Value
Gargoyle: 3,000	6,000
Margoyles: 5,000	10,000

The Ruins of Undermountain

This seemingly normal brass ring has two powers, both controlled by silent effort of will. It can summon one or two gargoyles at a time from within the ring to serve the wearer. It can also repel gargoyles. Each use of either power immediately drains 1d6+1 hit points from the ring wearer; these are regained by rest or healing.

Gargoyles summoned by the ring have 25 hit points, and are utterly loyal to whoever wears the ring. The gargoyles appear as if coming from another dimension, arriving within 20 to 40 feet from the ring wearer. They are in continuous *telepathic* communication with the ring wearer. This link prevents both gargoyles and the ring wearer from being successfully tricked or influenced by *charm*, *hold*, *sleep*, *suggestion*, and similar enchantment/charm spells and illusions. The wearer can see through the eyes of the gargoyles and gains their *infravision*. Control of the gargoyles and communication with them can be maintained to a range of 100 miles on the same world or plane.

Whenever the wearer desires (or whenever the ring is removed from the wearer's finger), the summoned gargoyles vanish. They can be summoned again, but each gargoyle can only be summoned once per day. If a gargoyle of the ring is slain, it is forever gone. A *ring of gargoyles* can summon only 6 gargoyles; when the last one is destroyed, the ring crumbles into nothingness. Injured gargoyles regain full hit points when "inside" the ring, ready at full strength the next day.

The ring wearer can also repel gargoyles by silent act of will, at any time. This power affects all gargoyles and margoyles; the ring wearer can specifically exclude loyal gargoyles summoned by the ring. This power is identical in effects to the 6th-level wizard spell *repulsion*, but no saving throw is allowed. The effects last for six rounds, but can be extended or started again at will.

A rare (5%) form of this ring is the *margoyles ring*. The ring wearer still gains all the above powers of the *gargoyle ring* with the exceptions noted below. This special type of ring calls forth only a single creature: a margoyle of maximum hit points (48). It also can be summoned and returned to the ring only once a day. For every creature of its own Hit Dice or greater that a "ring margoyle" slays or helps to destroy, it permanently gains 1 hit point (when it has so gained 8 hit points, it gains a Hit Die for THAC0, saving throw, and experience point purposes). The margoyle can continue this progression up to a maximum of 12 HD, at which time it can grant a *limited wish* in exchange for its freedom.

of Gax

XP Value: 3,400 GP Value: 17,500

Eldritch Wizardry

This is a platinum ring set with an unusual stone, which cannot be identified even by a dwarf or jeweler. The stone has eight faces and can be turned so that any of the eight faces point forward. Each of these eight positions has a separate power, and can be used on command. However, the stone will frequently turn at random by itself, so it is necessary to try a random setting each time the ring is used. After that, the user must know how many faces the stone must be turned to the desired setting. It is impossible to mark either the stone or the band in any way, so the first try each time the ring is used must be a random try and is rolled for by the DM. The *ring of Gax* has the following abilities/penalties:

- *Fly*
- *Wizard eye*
- Detect traps and secret doors
- Conjure one elemental, djinn, efreet, or invisible stalker once per day.
- *Power word stun* once per day.
- User attacks anyone within 20 feet.
- The item destroys from 50% to 100% of the treasure of its owner by consuming it in order to sustain its own power.

- User cannot touch or be touched by any type of metal, it simply passes through him with no effect.
- *Finger of death* with no saving throw twice per day.



of Gaxx

XP Value: —

GP Value: —

Book of Artifacts

The *ring of gaxx* is a nine-sided, blue gem mounted in a platinum base on a plain, ½ inch platinum band. Inside is a string of letters—the only legible word is “Gaxx.”

While wondering among the Mountains of Storms, a luckless fighter named Krednel discovered some old buildings. Entering to take shelter, Krednel discovered the remains of a creature unlike any he had ever seen before. Krednel noticed an odd ring on one of the creature’s fingers, and took for his own.

Four days later, Krednel awoke to find that his skin had hardened into a natural armor. Panic stricken, he raced for a pool of water, where he was horrified at his reflection. There in the watery mirror was a creature with 8-inch horns and scaled skin. He frantically pulled off the ring and ran to visit an old dwarf friend, Lorak Iron-

hand, an expert on gems. Lorak could not identify the ring but offered to buy it from Krednel. Krednel snatched the money and disappeared.

The *ring of Gaxx* is a good item for creating some unusual mysteries to solve. One possible adventure could unfold with a village seeking help in ridding itself of a fierce, hideous monster that is terrorizing the place, and at the same time solve the disappearance of the town’s rare merchandise dealer.

Constant Powers: The wearer is immune to all forms of disease, both normal and magical.

Invoked Powers: Each of the nine sides of the gem has its own power. The active side faces the finger tip and the entire ring is impossible to mark. The gem rotates clockwise one segment when one of the following occurs: it is put on, worn while sleeping, or the stone is turned. Once all nine powers have been discovered, the wearer can use the powers with 90% accuracy. Two of the powers are *stoneskin* (twice a day) and *invisibility* (once a day).

Random Powers: Two from Artifact Table 1–13; **Healing**, two from Artifact Table 1–17; **Movement**, two from Artifact Table 1–18; **Offensive Powers**, and one from Artifact Table 1–23; **Protection**.

Curse: Once the ring is worn for more than 48 continuous hours, it begins to transform the wearer (over the next 96 hours) into a creature of unknown origin. A thick pair of horns grows 2 inches above the ears; the skin hardens into thick scales, providing a natural AC of 5. The eyes develop infravision (90 feet) and daylight becomes painful (–2 penalty to attack rolls). The lower canines extend an inch beyond the lips, Horn and bite attacks are possible, inflicting 1d4/1d4/1d6 points of damage.

To reverse an incomplete transformation, the ring must be removed for a number of hours equal to the number worn. However, once the change is complete, it is permanent. The wearer now needs the ring to survive—without it death occurs within 72 hours.

Suggested Means of Destruction:

- The ring must be taken by hand to the center of the sun.
- Return it to the alien culture who crafted it.
- The creatures that created the ring must be found and the ring returned to them.

of Genie Summoning

XP Value	GP Value
Djinni: 3,000	15,000
Dao: 3,000	15,000
Efreeti: 3,000	15,000
Marid: 3,000	15,000
Noble djinni: 4,000	20,000
Noble dao: 4,000	20,000
Noble efreeti: 4,000	20,000
Noble marid: 4,000	20,000

DRAGON Magazine 179

An expanded form of the *ring of djinni summoning*, this ring may summon a particular genie from its elemental plane; the genie will appear on the round after the ring is rubbed. The summoned genie will serve the master of the ring faithfully until slain, at which point the ring becomes nonmagical. The type of genie summoned is determined from the following table:

Roll	Genie
01-24	Djinni
25-48	Dao
49-73	Efreeti
74-96	Marid
97	Noble djinni
98	Noble dao
99	Noble efreeti
00	Noble marid

Noble genies serve to perform only three tasks. They use their *wish* granting abilities to complete these, at which point they are freed. A sha'ir of 10th level or higher (see *Arabian Adventures*) may free a common genie from its bondage to the ring. The sha'ir gains experience points equal to that of the genie that was freed. In addition, the genie will consult with its elders to grant the sha'ir a *wish*, free and clear of all entanglements. The ring becomes nonmagical in these circumstances.

Glyphs

XP Value: 2,000	GP Value: 10,000
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DRAGON Magazine 50

This ring is akin to a *ring of spell storing* which has 1d4+1 predetermined glyphs in it. Each glyph may be cast once, but the ring may be recharged with the same glyphs it originally possessed. The ring automatically enables a priest to cast each glyph normally, but the glyph still needs to be learned in the usual fashion. The ring permits casting glyphs

that are beyond the power of a priest (it would permit a 7th-level priest to cast *Yaghsa* or *Zic*).

Gold Seal Ring of Al-Kalim

XP Value: 4,000	GP Value: 20,000
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The Emirates of Ylaruam

This ring, crafted by the dwarves and enchanted by a Makistani sorcerer, was used by Al-Kalim to confine unruly efreet in containers. The efreet must enter the container at the ring bearer's command; if the container is immediately sealed, and the seal ring pressed into the seal, the efreet cannot leave the container until the seal is broken.

Efreeti know of this great seal ring and greatly fear being confined in a bottle. To avoid confinement, they will often offer to serve the ring bearer. The terms of service offered depend on the shrewdness and insincerity of the efreet, who are treacherous and malevolent servants.

Golden Ring of Healing

XP Value: 3,000	GP Value: 15,000
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Tales of the Lance

This ring appears as a band of gold braided into an intricate knot. It provides a wizard with a last defense—protection from death. The schools of sorcery still produce these rings to this day. Dalar, the drow black wizard, used just such a ring to survive the deadly attack of his master, Raistlin.

The ring only affects the wearer. It can cure up to 6 points of damage once per day. Furthermore, it can save a wizard from one mortal blow by healing to 1 hit point. After saving a wizard's life, a particular ring will never work for that wizard again, but it may be passed on to another wizard.

Gordon's Magic

XP Value: —	GP Value: 2,000
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DUNGEON MAGAZINE 13

Gordon's magic ring can be both a blessing and a curse to its owner. Sages disagree as to the origin of the ring, but all feel that it has abilities not yet revealed. Levalsa of Enstad, in her much acclaimed *Treatise on Mystical Rings*, links the origin of the ring to an unnamed demigod who enjoyed toying with the lives of mortal men. Arrivas of Greyhawk, on the other hand, feels that the ring was once a powerful magical ring but was damaged by a curse.

This magical item appears to be a finely tooled gold ring with a human face carved on one side. The eyes of the ring are tiny red garnets (40 gp value

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each). On the inside of the band, the name "Gordon of Red Falcon" is inscribed in elvish script. The ring radiates magic but does not detect as good or evil. The intensity of the magic is always dim, and the type of magic can never be determined. *Identify* spells cast on the ring always reveal false powers (as if the saving throw were 1 point short).

Gordon's magic ring can speak elvish, gnome, dwarvish, halfling, thieves' cant, hill giant, ogrish, and the common tongue. It can even change the features on its carved face to smile, frown, grimace, etc. It has the power to *levitate* its wearer at the 12th level of ability. It is not a living entity, but it does display exceptional cleverness for a magical item (role-play as if it had an intelligence rating of 10). It is very friendly, even to known enemies, and strikes up a conversation whenever possible.

Sounds like a nice ring? It would be, except that the ring is a habitual liar. Always craving more adventure, it promises the world but never delivers. For example, it once belonged to a halfling who had unfortunately been captured by a troll. The poor halfling, critically injured and bound, sat awaiting a horrible fate in the troll's filthy lair when the ring proudly announced that it was a *ring of wishes*. "I wish I was back at home then," cried the hairfoot, "and that I had never crossed this stupid bridge!" The ring chanted a few impressive sounding words, closed its glowing red eyes, and even sweated a little. "Oops," it said. "I must have already used up that ability for this month. Anything else I could do?"

Although the ring claims to be able to do almost anything, if in danger of being destroyed or removed it may actually *levitate* the wearer (20% chance), whether that action helps or not. It never *levitates* on command, however, claiming it doesn't remember how to activate that particular ability.

The ring is cursed so that it can only be easily removed from dead creatures. A PC wishing to be rid of the ring, once put on, must have a *silence* spell thrown on the ring, followed by *dispel magic* and *remove curse*. The ring saves as a 12th-level fighter and operates at the 12th level of magic use. Of course, if the adventurer dies, the ring comes off easily.

of the Grasshopper

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 91

While wearing this ring, a character weighing up to 250 pounds can *jump* (like the wizard spell)

once per turn for a number of times per day equal to the character's Strength score. (A strength of 18, with or without an exceptional rating, will allow for 18 jumps per day.) If the wearer of a *ring of the grasshopper* attempts to jump more often than allowed by his or her Strength, a save vs. paralyzation must be made each time he or she lands. Failure to save indicates leg injuries, causes 1d4+4 points of damage, and reduces the victim's Movement rate to 3. A character injured in this manner will find running, leaping, and other strenuous activity involving the legs to be impossible for 6d6 hours afterward, unless a *heal* spell is applied to neutralize the ill effects.

Halaster's Teleportation

XP Value: — GP Value: 1,000

The Ruins of Undermountain

These plain, brass finger-rings were once common in the Realms, but are now very rare. They enabled any wearer to *teleport without error* from any location to a predetermined spot on the same plane, either by speaking a command word or through force of will.

A *teleportation ring* affects only the creature wearing it. The few that are in Undermountain are placed there by Halaster. Unlike the more powerful *horned rings* of his devising, all the *teleport rings* found in these halls are cursed. They transport the wearers to a single location upon speaking a command word: "Athlas" (which means "lost" in a Northern dialect of long ago, one familiar to the wizard). The characters arrive facing the throne itself, at the bottom of the steps.

The *teleportation rings* in Undermountain are further tainted by Halaster's cruel sense of humor—the user arrives stripped of all clothing and belongings, including magical items such as the *teleportation ring* itself. The ring's magic scatters such objects at random all over Undermountain, where some may never be found. As always, these secondary effects are used at the discretion of the DM—of course, Halaster is not known for either discretion or fairness himself.

Harmlessness

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 179

This ring makes the wearer appear by illusion to be a small, thin, ragged peasant, very nonthreatening in appearance. He or she is unlikely to be attacked until all others in the group have been.

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of Health

XP Value	GP Value
Con 15: 1,000	5,000
Con 16: 2,000	6,000
Con 17: 3,000	7,000
Con 18: 4,000	8,000
Con 19: 5,000	9,000

DRAGON Magazine 117

Wearing a *ring of health* brings many benefits. The wearer is allotted the ring's set Constitution, in as far as it pertains to health, recovery of hit points, ability to consume amounts of liquor, and system shock and resurrection percentages. This does not, however, pertain to hit points conferred by a high Constitution whenever a new level is attained. For example, wearing a *ring of health* (Constitution 16) would allot a 96% chance of successful revival if the wearer is killed, while a *ring of health* (Constitution 19) would give a +1 on saving throws vs. poison. Neither ring gives the wearer any additional hit points. The ring must be worn for at least a week before the wearer gains its benefits. No benefits are realized by placing such a ring on a dead person in an attempt to revive him. The type of ring is determined by rolling percentile dice and consulting the table below:

Roll	Effective Constitution
01-45	<i>Ring of health</i> (Con 15)
46-90	<i>Ring of health</i> (Con 16)
91-95	<i>Ring of health</i> (Con 17)
96-99	<i>Ring of health</i> (Con 18)
00	<i>Ring of health</i> (Con 19)

of the Hierophant

XP Value	GP Value
Earth: 4,000	20,000
Air: 4,000	20,000
Fire: 4,000	20,000
Water: 4,000	20,000

DRAGON Magazine 187

There are only four of these powerful rings known to exist, one of each type. Their creation requires the efforts of a hierophant druid capable of entering the elemental plane that corresponds to the powers of the ring. Each of these rings enables a druid to speak and understand the language of the corresponding elemental plane, and once a week the wearer may *polymorph* into the form of an elemental of the associated type. In elemental form, the druid

retains normal hit points, but in all other senses is a 12-HD elemental. The *transformation* otherwise functions as the druid's 7th-level *shape change* ability, including the healing of lost hit points. The *transformation* lasts for a maximum of six turns and can be reversed at any time. The druid radiates strong alteration magic while in elemental form.

Finally, each of these rings gives the wearer the power to cast a certain spell once per day. The *ring of the earth hierophant* enables the wearer to cast *stone shape* at 17th level; the *ring of the fire hierophant* enables the wearer to cast *flame walk* at 18th level; the *ring of the water hierophant* enables the wearer to cast *water walk* at 19th level; and the *ring of the air hierophant* enables the wearer to cast *air walk* at 20th level.

Hoinbee's Ring of Truth

XP Value: 2,000 GP Value: 10,000

1992 Fantasy Collector Card 268

Hoinbee, an evil transmuter and pathological liar, experimented for many years before he finally perfected this peculiar *ring of truth*. Now he can *detect falsehoods* told by anyone else, but he can continually lie himself, without having to remove the ring. The ring now renders his lies so convincing that even a *detect lie* spell cannot expose him. There is one drawback to the ring's power—Hoinbee now believes every lie he tells, for one day after he tells it. Thus, he must be careful not to tell any lies that could influence his actions over the next 24 hours.

of Holiness

XP Value: 2,000 GP Value: 10,000

DUNGEONS & DRAGONS Rules Cyclopedia

This ring is usable only by a priest or druid. If the ring is worn while spells are gained (usually during morning meditation), the priest gains one extra spell each of levels 1, 2, and 3 as appropriate. (Extra spells apply only to spell levels obtainable. For example, a 4th-level priest would not gain any 3rd level spells.) If the ring is removed, the spells are forgotten (though this has no effect if the spells are already cast). In addition, a priest (but not a druid) gains a +1 bonus to any rolls to turn undead, including the roll determining the Hit Dice of undead turned. The ring does not affect turn attempts not requiring a roll.

of the Holy Slayer**XP Value:** 3,000**GP Value:** 15,000**Land of Fate**

This is a most deadly ring in the Land of Fate. Upon uttering a command word, it pumps a deadly toxin into the hand of the individual wearing the ring. A saving throw with a -4 penalty must be made, and failure to make the saving throw has the following results: (a) death, (b) the individual's body cannot be raised or resurrected, and (c) the individual's departed spirit cannot be contacted by *speak with dead* spells and similar divinations. These rings are used by holy slayers, but not against their intended victims. Rather, slayers wear them to avoid being questioned by their captors—carrying their secrets to the grave. The ring becomes nonmagical when used.

Horned**XP Value:** 3,000**GP Value:** 35,000**The Ruins of Undermountain**

Fashioned by Halaster, these iron rings are normally found only in Undermountain. Pairs of tiny curved horns rise of them, the horns curling out and back toward the wearer's finger.

Horned rings function as *teleportation rings* within the dungeons of Undermountain (see below), though the wearers can arrive at different locations. The wearers can specifically define their "arrival" areas. They also break all *wizard locks*, *walls of force*, *holds*, *webs*, and other magical barriers (except *prismatic sphere* and *prismatic wall*) on contact; no harm comes to the wearer while disrupting magical barriers. They absorb *magic missiles* and all electrical spells and natural effects to repower themselves, without allowing these effects to harm the wearer.

There are only eight of these rings known to exist, and nearly all are accounted for among Halaster's ex-apprentices. Jhesiyra Kestellharp also had a *horned ring* in her possession, but its current whereabouts are unknown.

of Human Control**XP Value:** 2,000**GP Value:** 10,000**DUNGEONS & DRAGONS Rules Cyclopedia**

A ring of *human control* has the same effect as the potion of the same name. The effect lasts until canceled by the wearer of the ring, the ring is removed, or until a *dispel magic* spell removes the charm.

of Human Influence**XP Value:** 2,000**GP Value:** 10,000**DUNGEON MASTER Guide**

This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The wearer can make a *suggestion* to any human or humanoid (saving throw applies). The wearer can also charm up to 21 levels or Hit Dice of humans and humanoids (saving throws apply) just as if he were using the wizard spell, *charm person*. The two latter uses of the ring are applicable but once per day. *Suggestion* or *charm* has an initiative penalty of +3.

of Human Influence**XP Value:** 120**GP Value:** 600**DRAGON Magazine 156**

This jade ring is decorated with Oriental characters, including Fu Manchu and Charlie Chan. It affects all food eaten by the wearer; there is no noticeable change in the taste, but one round after being eaten, the food begins to burn for 1d4 points of damage per round. Water only makes the burning worse (+1 point of damage for one round). Only eating 1d6 plates of rice will ease the pain. However, no matter how much food is consumed, the wearer still feels hungry an hour later.

of Ice**XP Value:** 250**GP Value:** 2,500**DRAGON Magazine 168**

Hervmister was a famous archmage devoted to the cause of Good. When he had to enter the Elemental Plane of Fire to rescue a dear friend, he created a special *ring of ice*. It was designed to be used by any class and was activated simply by putting it on. This ring, however, was designed to protect against heat and flame never experienced on the Prime Material Plane. If an adventurer activates the ring anywhere except on the Elemental Plane of Fire, he or she is protected from any form of flame or heat, but also receives 1-3 points of frost damage for every round the ring is worn. The only known method of stopping the ring from producing cold (unless one owns a *cube of frost resistance*) is to take it off. However, the cold produced by the ring is so intense that the wearer must make a Dexterity check every round in order to remove the ring.

Icebolts**XP Value:** 2,000**GP Value:** 7,500

DRAGON Magazine 82

When a special command is spoken, this ring fires a bolt of solid ice at any target within 100 feet. The wearer chooses the target. The *icebolt* causes 2d6 points of damage to the target, half that if a saving throw vs. wands is made. Creatures or beings who use fire or are fiery by nature (salamanders, fire giants, red dragons, etc.) save at -4 against this effect; creatures who are cold-users or cold-resistant (frost giants, white dragons, etc.) save at +4. Each ring possesses 3d10 charges when found, and cannot be recharged.

of Immunity**XP Value:** 1,000**GP Value:** 5,000

Old Empires

When this ring is worn, the wearer becomes immune to all diseases and infections. This includes magical curses, such as lycanthropy and mummy rot. The character regains the maximum number of hit points per day (3 hit points) from rest, and is not bothered by fever or infection, regardless of the level of activity. This ring is a simple, silver circle, and is another creation of the incarnations of Thoth.

Impersonation**XP Value:** 400**GP Value:** 2,000

DUNGEON MAGAZINE 32

This ring functions as a *hat of disguise*. If the ring is removed, the *disguise* is instantly dispelled.

Infravision**XP Value:** 1,000**GP Value:** 5,000

DRAGON Magazine 82

This ring bestows *infravision* upon the wearer, as the spell of the same name, out to a 60-foot radius.

of Infravision Negation**XP Value:** 950**GP Value:** 7,000

POLYHEDRON Newszine 47

When worn, this ring creates a field around the wearer that hides his or her body heat from all forms of infravision, but negates the wearer's infravision.

Intier's Ring of Shooting Stars**XP Value:** 3,000**GP Value:** 15,000

1993 Collector Card 405

Intier's magical ring functions much as a normal *ring of shooting stars*, allowing the wearer to utilize

various light- and lightning-related spells, either underground or at night. Intier's ring, however, provides for a rather spectacular display whenever the ball lightning, shooting stars, or spark shower functions are used. All of the effects are bright blue and accompanied by loud whistling, crackling, and popping, along with billowing streamers of smoke.

Invisibility**XP Value:** 1,500**GP Value:** 7,500

DUNGEON MASTER Guide

The wearer of an *invisibility ring* is able to become invisible at will, instantly. This nonvisible state is the same as the wizard *invisibility* spell, except that 10% of these rings have inaudibility as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so.

of Invisibility Negation**XP Value****GP Value**

Clarifier: 1,000

12,000

Killer: 1,800

20,000

Destroyer: 1,300

7,000

DRAGON Magazine 82

Some years ago, a wizard invented this ring because he disliked *invisible* surprises. When it is worn, the ring continually generates a powerful magical field 60 feet in diameter that negates *invisibility* within its confines. Any creature with natural or induced invisibility immediately becomes visible upon entering this field and remains so until leaving it. Furthermore, the creature becomes outlined in an eerie *faerie fire*, a green luminous light that gives opponents a +2 bonus to hit. The effects of *potions of invisibility*, *dust of disappearance*, and spells of *invisibility* are negated and *dispelled* as soon as the creature using them enters the magic field. *Potions*, *dust*, or spells possessed but not being used will not be affected. The normal form of this ring is called the *clarifier*. In addition to this, there are two variations. The first, the *killer*, does 1d4+1 points of damage per round (no saving throw) to creatures in the magic field whose *invisibility* was affected. The second variation is the *destroyer*. It drains the magical properties of any invisibility-related device that remains in the magic field for more than one round. The magical item in question is allowed a saving throw vs. disintegration at +5 to avoid being *dispelled*. For random selection of one of the three rings, roll percentile dice:

Roll	Ring
01-80	Clarifier
81-95	Killer
96-00	Destroyer

of Invulnerability

XP Value: 3,000 **GP Value:** 12,000
POLYHEDRON Newszine 47

This thin band of platinum glows with a faint golden aura. The ring improves the wearer's AC by 2, and with the expenditure of one charge (a fully charged ring has 20), a *minor globe of invulnerability* springs up around the wearer, lasting for one turn. The ring becomes nonmagical if all its charges are used up. The ring can be recharged, and can be used by a member of any class.

of Izmur

XP Value: 7,000 **GP Value:** 35,000
Van Richten's Guide to the Lich

This is a magical item that combines the effects of a *ring of free action* and a *time stop* spell. It also provides a bonus of 3 to the Armor Class of the wearer. The *time stop* spell may be used up to three times a day, but not for more than 10 uses altogether. The Armor Class benefit remains in effect until the wearer is successfully struck by an enchanted melee weapon, whereon the bonus is lost. The *free action* aspect of the ring is continuous and permanent.

Those within the 15-foot radius of effect of the *time stop* spell make a saving throw vs. wand. Successful rolls negate the effects of the *time stop*.

Jasmine Odor

XP Value: 40 **GP Value:** 200
DRAGON Magazine 30

The *ring of jasmine odor* changes the body odor of the wearer to a pleasant jasmine scent.

Jhessail's Silver

XP Value: 3,000 **GP Value:** 11,000
DRAGON Magazine 82

This ring confers upon the wearer protection from mental attack. No control magic will work upon the wearer, and all successful *charm* spells work upon the caster instead of the wearer. For example, a wizard attempts to *charm* the ring wearer, and the wearer fails a saving throw. The *charm* turns upon the wizard—who gets no initial saving throw—now under the control of the ring wearer. Any being thus *charmed* gets a saving throw to break the *charm* once every seven turns,

and is instantly freed if the ring is taken off or destroyed. If the ring wearer makes a saving throw at the initial attack, the spell merely fails, and the ring has no effect. Note that this property extends to gaze *charm* attacks, and is a magical property rather than a physical "reflection."

The ring wearer gains a +4 saving throw bonus against *stunning*, *confusion*, and *feeblemind*, and the wearer gains +4 on rolls to disbelieve illusions. The ring acts as a *tower of iron will* (defense strength of 77 points, no attack strength) against psionic attack.

Jolting

XP Value: 1,000 **GP Value:** 5,000
DRAGON Magazine 82

At a word of command, the wearer of this ring can cast a beam of energy out to 100 feet at any single target. The energy beam does not cause physical damage, but stuns the target for 3d4 rounds. When stunned, a target can only perform self-defense and gains no initiative to execute any actions. No psionic or magical powers may be used by the stunned character or creature during this time. If a saving throw vs. paralyzation is made, the victim is only be stunned for 1d4 rounds.

of Jumping

XP Value: **GP Value:**
DUNGEON MASTER Guide

The wearer of this ring is able to leap 30 feet ahead or 10 feet backward or straight up, with an arc of about two feet for every 10 feet traveled (see the 1st-level wizard spell, *jump*). The wearer must use the power carefully, for it works only four times a day.

of Keys

XP Value: 500 **GP Value:** 2,500
POLYHEDRON Newszine 82

Ten keys dangle from this large ring. Each has a 10% chance to open any lock that requires a key.

of Kings

XP Value: 5,000 **GP Value:** 25,000
Gods, Demigods, & Heroes

This large ring is made out of a single rare actorious gem and has three main functions. The ring acts as a *ring of many spells storing*, in which the user can place any spell or spells he wishes. The ring is an opener of dimensional doors (gates) from which he is able to call on rulers of every type of

earthly creature. The ring resembles a *rod of rulership* in that the user can, after calling on these beings, ask for their assistance and expect to get it.

Laduguer's

XP Value: 35,000 **GP Value:** 175,000

Monster Mythology

The avatar wears a magical ring that can be changed to any protective type (*featherfalling, fire resistance, free action, mind shielding, protection +5, regeneration, spell turning*) once per day per function for up to six turns each.

of Languages

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 117

This ring is basically a limited version of the *ring of tongues*. Instead of gaining the ability to fully understand any language known by any creature within 30 feet, the wearer gains a number of languages conferred by the ring while it is worn. The wearer not only understands these languages, but is also able to speak, read, and write the languages as if they wear native tongues. Note that once the ring is removed from the finger, the wearer loses the ability to understand the languages the ring possesses. It is possible, however, for a character whose Intelligence has increased (thereby allowing the learning of one or more additional languages), or for a character with the ability to learn another language, to learn a language possessed by the ring merely by wearing it. This process requires the wearer to wear the ring consecutively for one month, after which time (due to the magically accelerated ability to learn) the PC understands the language entirely, without the ring's further assistance. Only one language may be learned at a time.

The number of languages possessed by a ring is determined by rolling 2d4; the languages are picked from the table listed below or from a language table of the DM's own devising. Duplications on this table are merely rerolled.

Roll	Language	Roll	Language
01	Brownie	52-54	Kobold
02-03	Bugbear	55	Lammasu
04	Centaur	56-58	Lizard Man
05	Dragon, Black	59	Manticore
06	Dragon, Blue	60	Medusian
07	Dragon, Brass	61	Minotaur
08	Dragon, Bronze	62	Naga, Guardian
09	Dragon, Copper	63	Naga, Spirit

10	Dragon, Gold	64	Naga, Water
11	Dragon, Green	65	Nixie
12	Dragon, Red	66	Nymph
13	Dragon, Silver	67-70	Ogrish
14	Dragon, White	71	Ogre Magian
15	Dryad	72-76	Orcish
16-20	Dwarvish	77	Pixie
21-25	Elvish	78	Salamander
26	Ettin	79	Satyr
27	Gargoyle	80	Shedu
28	Giant, Cloud	81	Sprite
29	Giant, Fire	82	Sylph
30	Giant, Frost	83	Titan
31-33	Giant, Hill	84	Troll
34	Giant, Stone	85	Xorn
35	Giant, Storm	86-93	Human (Common or foreign)
36-39	Goblin	94-95	Lawful*
40	Gnoll	96	Neutral*
41-44	Gnome	97-98	Chaotic*
45-49	Halfling	99	Thieves' cant
50-51	Hobgoblin	00	Druidic tongue

*Roll 1d6:

1-2	Good
3-4	Neutral
5-6	Evil

Lanolin's Ring of Power

XP Value: 4,000 **GP Value:** 20,000

The Rogues Gallery

This ring appears as an ordinary ring and will only show itself to be magical if a *detect magic* is cast upon it. Even then it only seems to be a *ring of protection*. It has, however, four powers.

- It is a *ring of protection* +3 whenever it is worn.
- If the first command word is spoken, it causes its wearer and all his equipment to become ethereal. It is subject to the same effects as *armor of etherealness*.
- Uttering the second command word gives the wearer Strength as in a *strength* spell had been cast by a 12th-level wizard.
- The last command word will cast a *charm monster* at a specific target as if it had been cast by a 12th-level wizard.

Each power, with the exception of the +3 protection, has 1d6 charges. When two powers are completely used, the level of protection decreases to +2, and when three powers are drained, the ring becomes an ordinary ring of protection +1. The ring is not rechargeable.

Lantern

XP Value: 50

GP Value: 200

Haunted Halls of Eveningstar

This plain, brass ring emits a single globe of light similar to a *dancing lights* spell. The globe moves and changes intensity in response to the wearer's silent will. If willed to become a beacon, the ring creates a brilliant shaft of white light (equal to full, bright noonday sunlight extending vertically from the ring-finger up into the sky. The light lasts 2 hours, less 1d4 turns per *dispel magic* cast on it), but does not function indoors or underground. In Eveningstar, these rings are worn by Lord Tessaril and all Purple Dragons. Tessaril will give them to PCs who render Eveningstar important aid. The local priests of Lathander also sell them at double list price.

of Life

XP Value: 500

GP Value: 2,500

DARK SUN Campaign Set

This item protects the wearer from the effects of Athasian defiling magic. When worn, the character is immune to the initiative point loss incurred in the destructive diameter of a defiler's spell. The *ring of life* also bestows upon its wearer recuperative powers as if by complete bed rest; the wearer naturally heals 3 hit points per lay. The *ring of life* does not protect its wearer from the dragon's defiling magic.

of Life Protection

XP Value: 5,000

GP Value: 20,000

DUNGEONS & DRAGONS Rules Cyclopaedia

This valuable ring will negate the effects of 1d6 energy drain attacks. If the wearer is struck by an energy draining undead (or effect), charges are drained from the ring and no levels are lost. If a single blow drains more experience levels than there are charges remaining in the ring, the ring disintegrates; otherwise, it becomes a *ring of protection +1* when all the charges are used.

Light

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 82

This ring allows the wearer to cast a *continual light* spell three times per day; the *light* cannot be dispelled except by a priest of at least 9th level. In addition, the ring automatically *dispels* all *darkness* spells within 60 feet of the wearer as if the wearer were a 9th-level priest.

of Lighting

XP Value: 500

GP Value: 2,500

POLYHEDRON Newszine 82

This band is gaudily decorated and has a compartment that opens. Inside is a piece of smoothed and enchanted volcanic rock. The rock is magically heated, so that it sets fire to any flammable material it touches. The rock burns anyone touching it, causing 1d4 points of damage each round. The ring can be used 10 times in a 24-hour period.

Lighting Resistance

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 50

This ring functions exactly like a *ring of fire resistance* except that it protects the wearer from electricity.

Limited Telepathy

XP Value: 1,000

GP Value: 5,000

Dragon Magazine 117

These rare, magical rings appear only in pairs, each ring perfectly matching the other in appearance. The ring combination allows the wearer to communicate *telepathically*, but only with the wearer of the other ring, though there are restrictions. The rings have a range of 2,000 miles, functioning only when both the rings and their wearers are on the same plane of existence. The rings are normally made and enchanted for a specific pair of users—for example, a husband and wife, a pair of allied adventurers, or a brother and sister. Note that in each case, one partner must be male and the other female. This is a function of the enchantment, which enhances sympathetic feelings between such pairs, capitalizing on gender attraction as well. Because the rings are enchanted for a specific pair of wearers, the chance that two persons randomly finding such rings and being able to use them is almost nil.

A remote chance (10%) exists that two people of the same gender who are very closely allied or related (identical twins, very close friends, or a parent and child, for example), or lovers who have been together for at least 10 years, can make use of these rings, but the effective range is reduced to 1,000 miles. Successful use of the rings allows each wearer a +4 saving throw against any sort of psionic attack, psionic discipline, or magical effect that affects the mind and will of the wearer. This includes all *charms*, *dominations*, *possessions*, *suggestions*, and *holds*, as well as *fear*, *quest*, and *con-*

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fusion. The use of *ESP* or *telepathy* by another person against the wearer of such a ring immediately reveals the use of the rings to the scribe. However, if the saving throw against the attacks mentioned above fails, the ring wearer's partner (who might not be present during the attack) must save vs. spell at +2 or else suffer the same spell or psionic effects. Thus, if one ring-wearer was subjected to a *scare* spell, the other ring-wearer must save vs. spell at +2 or else be *scared* as well. Use **Table 5** in the *PHB* to decide which spells are applicable in these cases.

In the event of dire need, such as when one ring-wearer is unconscious, dying, or in great pain, a strong feeling of distress is felt by the partner. By complete concentration, the partner can determine the distressed ring-wearer's location. This takes a full turn to complete. If one ring-wearer is slain, the partner must save vs. spell (with Wisdom bonuses) or else pass into a coma for 2d10 hours.

Liquid Identification

XP Value: 750

GP Value: 4,000

DRAGON Magazine 82

If the wearer passes this ring within 1 inch of a liquid, the ring's rock crystal changes hue, identifying the liquid. At least four ounces of liquid must be present. The stone turns to one of nine colors; see the chart below for the meaning of each. If no liquid is nearby, or the fluid in range is not included on the chart below, the crystal remains colorless.

Color	Liquid is
Red	Poison, potion, or magical oil
Orange	Oil or other flammable liquid
Yellow	Contaminated water
Green	Acid or other strong corrosive
Blue	Pure water
Indigo	Brine

Color	Liquid is
Violet	Wine, ale, beer, or other alcoholic drink
White	Holy water
Black	Unholy water

of the Little People

XP Value: 4,000

GP Value: 40,000

DRAGON Magazine 187

The *ring of the little people* is usually made to seal a bond of friendship between a druidical circle and the faerie folk of the forest it protects. Its manufacture requires the cooperation of six representatives

from at least two kinds of faerie creatures. The wearer is immune to the spells and innate powers of all sylvan and faerie creatures, including atomies, bookas, brownies, buckawn, dryads, korred, leprechauns, nixies, nymphs, pixies, pseudodragons, quicklings, satyrs, sprites, sylphs, and will o' wisps. The wearer can also speak and understand two to five additional languages (to be determined by the DM) of the creatures listed above. Once a day, the druid may cast upon his or her person, in the same round, the spells *reduce* and *improved invisibility*. *Reduction* is to a height of 6 to 24 inches, which may be modified within that range after the spell's casting by a round of concentration. The combined spells last for six turns; the druid may cancel them at any time.



of Lolth

XP Value: 4,000

GP Value: 30,000

DRAGON Magazine 117

On an unknown layer of the Abyss, Lolth, the Spider Queen, fashioned this unique ring and bestowed it upon her most powerful priestess for her faithful service during the Age of Despair, when the drow were driven into the underworld. Using the powers of the ring, the high priestess ruled a vast underground empire with an iron hand for hundreds of years, sacrificing thousands upon the altar of her goddess. The reign of terror ended when a massive assault against the subter-

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ranean Spider Temple was made by mercenary adventurers—at that time the ring was lost. It has reappeared from time to time, however, in the service of evil characters, particularly drow.

At first glance, the *ring of Lolth* appears to be a miniature figure of a black spider with curled legs and glowing red eyes. The legs curved down and around to form the ring shape. Any character sliding a finger through the legs, thus properly wearing the ring, is pricked by a hidden needle and must save vs. poison at -4 or die instantly. The saving throw is instantly made for all pure-blooded drow. If the save is successful, the ring gives the wearer the following powers and abilities:

1. Immunity to all spider venoms.
2. *Spider climb* at will.
3. Cast a double-sized *web* (as per the spell) once per turn.
4. Cast *stones to spiders* once a day. (This spell is identical to the priest spell *sticks to snakes* in most respects, changing six stones into large spiders, per the *Monstrous Manual* accessory, for 12 rounds. All spiders so created are venomous.)
5. Ability to sense enemies as a *wand of enemy detection*.
6. Ability to *charm* and *control* all arachnids within 120' (no saving throw allowed if ring is worn by a drow; otherwise, a normal save vs. spell is given to the monsters).
7. Ability to shift out of *phase* as a phase spider, allowing wearer to attack opponents with a +3 bonus to surprise.

Drow will fight to the death to recover this ring if it falls into the hands of nondrow. In addition, there is a 2% chance per day of use (noncumulative) that Lolth's personal attention is drawn to any owner who is not a drow.

Lore

XP Value: 3,500

GP Value: 23,500

DRAGON Magazine 82

This ring looks much the same as any ring, but when worn it can be commanded to exercise various powers if the correct command words are known. The ring can act as a *legend lore* spell through mental visions to its wearer. This power can be called once per week, and the visions require the wearer's total concentration over a period of four turns after commanding the ring. If concentration is not maintained, all visions are lost. The ring must be touched to an item, or a name of a person or place must be spoken over it



as the command is given; otherwise, the visions are random, having no common focus or theme.

The ring also performs *stone tell* once per week, upon being touched to stone while the command "Speak!" is uttered.

Upon the command "Shine forth!" the ring causes any *symbols*, hidden runes, or powerful *dweomers* within 10 feet to glow visibly. This power works once a day.

The *lore ring* can also endow the wearer with a power identical in effect to *psionic Sensitivity to Psychic Impressions* once a week. This power is not infallible; there is only a 40% chance it will be effective. Even if the attempt fails, the ring cannot operate this way again for a week. The psychic power is activated silently, by will, and it requires the wearer's complete concentration to work.

All of the ring's powers have durations identical to the spells or effects they resemble. Any and all of them may be used in quick succession (but not simultaneously); the use of one has no effect on the others. Every time the ring is used, there is a 5% chance it will vanish forever from the wearer's finger without operating as desired.

Lucky Ring of the Wild Coast

XP Value: 500

GP Value: 3,500

GREYHAWK Adventures

This magical ring was created by a wizard who liked to gamble, though his greatest gamble was

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to use it under the suspicious eyes of the Thieves' Guild. The ring increases a gambler's chances of winning, and is prized among the rogues of the Wild Coast. The user can choose to add or subtract 1 pip from each die in a game of chance. The direction of the change must be stated before any roll is made. Thus, a 3d6 roll of 2, 4, and 6 can be decreased to 1, 3, and 5, or increased to 3, 5, and 7. The ring is useful only to a character who is actually gambling, and has no effect on attack or damage rolls, saving throws, or checks.

Lycanthropy

XP Value	GP Value
Bear: 2,700	7,900
Boar: 2,400	7,300
Rat: 2,300	7,100
Tiger: 2,600	7,700
Wolf: 2,500	7,500

DRAGON Magazine 82

Each of these rings features the head of some werecreature, engraved in bas-relief. With the utterance of the proper command word, the wearer is *transformed* into the werecreature engraved on the ring. The *transformation* is possible only once per day, and the duration of the change is only one turn. To discover the command word, the bearer of the ring must wear it under a full moon, at which point the word comes to mind. The command can also be discovered if a priest *blesses* the ring before an *identify* spell is cast upon it.

The wearer, while *transformed*, gains the hit points and abilities of the werecreature but retains his or her original alignment. Lycanthrope-form hit points are considered separately from the wearer's normal hit points; if the werecreature's hit points are reduced to 0, the character is instantly *transformed* back into the previous form, and the normal number of hit points is retained. There is a 1% cumulative chance per use that the wearer is permanently *transformed* into a werecreature (including its alignment), and not even a *wish* can negate this change. For random selection of one of the five rings, roll percentile dice:

Roll	Ring Type
01-50	Wolf
51-75	Rat
76-85	Bear
86-95	Boar
96-00	Tiger

of Magic Detection

XP Value: 1,750

GP Value: 17,500

Prince of LANKHIMAR

This ring allows the wearer to see the magical emanations from magical items. The more powerful the magic, the deeper blue the item appears to be; the less powerful the magic, the lighter blue it appears. The wearer is also able to see the magical emanations from *faerie fire*, *charms*, *geas*, *curses*, *polymorph*, *shape changers* currently in a changed shape, other such quasi-magical conditions, and people under the effects of potions and ointments. People with magical *invisibility* are seen as well. The wearer cannot determine if the condition viewed on an individual is beneficial or malefic, only that the magical condition exists.

A *ring of magical detection* may have as many as 1d100 charges in it, and it can be recharged. The recharging mechanism is as simple as casting a *detect magic* spell within 20 feet of the *ring*. The spell, when cast, does not work in this case, because a *ring of magic detection* actually absorbs the detection spell. This *detect magic* absorption ability works even when the ring is not worn; and it continues to absorb this spell until the ring possesses 100 charges. Each charge invoked from the ring lasts for 1d4 turns or until turned off. While invoked, the ring does not absorb *detect magic* spells. Once 100 charges are absorbed, the ring can absorb no more.

The ring has a verbal command word. This invoking word can be found by merely casting an *identify* spell on the ring. When this condition occurs, the caster sees the command word appear on the ring, as though the word were suspended slightly over the ring's opaque stone.

The ring, if ever found for sale, can be purchased for as little as 17,500 gp.

of Magic Resistance

XP Value	GP Value
5%: 1,000	2,000
10%: 1,500	4,000
15%: 2,000	6,000
20%: 2,500	8,000
25%: 3,000	10,000
30%: 3,500	12,000
35%: 4,000	14,000
40%: 4,500	16,000
45%: 5,000	18,000
50%: 5,500	20,000

DRAGON Magazine 117

As their name describes, these rings impart *magic*

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resistance upon their wearers. These rings do not increase the natural magic resistance a wearer may have—they do not provide a cumulative figure for magic resistance. For example, a being with a natural magic resistance of 50% wearing a *ring of magic resistance 45%* does not gain a magic resistance of 95%; rather, the wearer gains the higher magic resistance of the two (in this case, the innate figure of 50%). Consequently, the ring is ineffective for this wearer. The effective *magic resistance* of the ring is obtained by rolling percentile dice and checking the table below:

Roll	Magic Resistance
01–15	5%
16–30	10%
31–45	15%
46–60	20%
61–75	25%
76–85	30%
86–92	35%
93–97	40%
98–99	45%
00	50%

of Mammal Control

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide

This ring enables its wearer to exercise complete control over mammals with Intelligence of 4 or less (animal or semi-intelligent mammals). Up to 30-HD of mammals can be controlled. The wearer's control over creatures is so great he can even command them to kill themselves, but complete concentration is required. (Note: the ring does not affect bird-mammal combinations, humans, semihumans, and monsters such as lammasu, shedu, or manticores) If the DM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it cannot be controlled.

of Many Wishes

XP Value: 5,000 **GP Value:** 25,000

Curse of the Azure Bonds

With an unknown number of charges left, *Vangerdahast's ring* is only used in the most dire emergencies, such as the possible death of his Lord, King Azoun IV.

of Marking*

XP Value: +200 **GP Value:** +1,000

DRAGON Magazine 30

The *ring of marking* leaves a permanent green ring on the finger of anyone who puts it on. This mark is similar to that left by brass and can be only removed with a *remove curse* or a *wish*. The ring can be removed at any time, leaving the mark behind.

of Materialization

XP Value: 2,400 **GP Value:** 12,000

Tales of the Outer Planes

This item is usable only in the Border Ethereal, or in the Astral Plane near a color pool. In these cases, wearing the ring projects the wearer into the nearby plane until the ring is removed. At that point, the character is immediately launched back to the Border Ethereal or Astral Plane.

When using a *ring of materialization*, a character cannot travel the planes in any other way, and cannot be forced to do so against his or her will.

of Memory

XP Value: 1,500 **GP Value:** 7,500

DUNGEONS & DRAGONS Rules Cyclopedia

This ring can only be used by a spellcaster. It allows the wearer to recall any one spell cast. The wearer must decide, within one turn of casting a spell, to recall it; the memory then reappears and the spell is instantly "relearned." The ring can restore the memory of one spell per day.

Message

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 179

The *message ring* is used to record and convey messages, and it is often used to transmit "direct orders" from a superior to an underling. Such rings are used in businesses, bureaucracies, religions, and military units. The user of the ring looks into its inset gem, speaks a command word, then speaks a one minute message. When the command word is spoken again, the speaker's face appears on the gem and the message is repeated. The gem will speak three times in this fashion and is then emptied, at which point a new message may be placed. The command word is chosen by the holder of the ring, and a new wearer may choose a new command word—and, therefore, a new message. The command word is usually known by the two correspondents but not by the bearer, so a message may be lost but rarely intercepted. Spells such as *contact*

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other plane reveal the nature of the command word. The DM may use an intercepted message ring to send the heroes off on new adventures, as the message is usually of some import and secrecy (otherwise a common scroll would do the task). Alternately, the *message ring* could be found empty, and the heroes could use it themselves.

of Mind Shielding

XP Value: 500

GP Value: 5,000

DUNGEON MASTER Guide

This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to *ESP*, *detect lie*, and *know alignment*.

Moodarvian Ring of Emotion

XP Value

GP Value

Ring of Sight: 2,000

12,000

Ring of Smell: 2,000

12,000

Ring of Sound: 2,000

12,000

Ring of Taste: 2,000

12,000

Ring of Touch: 2,000

12,000

The Book of Wondrous Inventions

Moodarvian rings were pioneered within the last 100 years, quickly becoming popular and widespread. Several masters of illusion have claimed credit for the invention, among them Percus of Gorias, Alstor the Magnificent, and the recluse Dor, but the archivist Thelma reports that one can only be sure of the region in which they first appeared, hence the name.

A *Moodarvian ring* (or *mood ring*) consists of a band of woven wool, encased in amber, embossed around a golden ring. It can be any diameter, from finger-sized up to several feet across. A *mood ring* can be worn or mounted, perhaps around the base of a hanging candelabrum or as part of a circular picture frame. It is not always obvious and is easily disguised.

Construction: *Ring affecting one sense:* 12,000 gp, nine days. A *mood ring* must be enchanted with the proper spells. The principal one is a sensory illusion—*phantasmal force* when it is intended to affect sight, and nearly identical spells to affect smell, taste, sound, and touch. When it is created, a *mood ring* can be attuned to the nearest person, to a specific person, to one fixed image, or to the combined thoughts of a group of people. The effect is attuned to a specific person when that individual holds the ring during the casting of its final enchantment. To tune the effects to a specific

image or emotion, the ring's creator must concentrate on that image or emotion as the ring is completed. In all other cases, the enchanter must take care to concentrate on the task emotionlessly, lest unintended feelings color the ring's subsequent use.

Mood rings present an illusion of appearance, smell, taste, sound, or touch. When attuned to a person, the illusion is altered by changes in the person's emotions and thoughts. When set for a fixed image, the ring projects the illusion at all times. When attuned to a group of people, the illusion is influenced by the melange of emotions of all within its range.

Mood rings have proven useful for a wide variety of applications, from the preparation of gourmet food to warding unwary intruders. When tuned to a specific person, a *personal ring of sight* can enhance its owner's presence, making plain girls pretty, shy men valiant, and timorous folk courageous. With practice, it can be used to disguise appearance when one wishes to pass unrecognized.

A *personal ring of smell* acts as a deodorant, radiating the most expensive of sachets or colognes. It can clear the air of clinging odors or foul the nearby atmosphere to the point that no one would want to approach its wearer.

A *personal ring of taste* most often serves as a shortcut to elegant dining. By imagining the dish desired, the most extravagant banquet can be served, if the chef is sufficiently skilled with the illusions the ring devises. Woe betide, though, if the chef is upset or depressed, for these emotions will work their way into his creations as well. Governor Dmitri is well known for having lost the knight-hood he sought, and his head as well, after serving Prince Logan oysters stewed by a chef whose true love had just jilted him for the fishmonger.

A *personal ring of sound* can be the most entertaining of the set, providing its wearer with his own individual theme music and sound effects. A rousing theme for adventuring, passionate strains for courtship, and martial chords for combat are all within this ring's capacity. Care must be taken that it does not control its wearer in a tense situation, however—a fearful flourish has served to rout more than one panicky wearer, unaware that he or she had provoked the very tremolo that caused the dear in the first place.

A *personal ring of touch*, although less generally useful than its brothers, can render the coarsest complexion satin-soft and subdue the roughest hemp into velvety smoothness.

A *mood ring*, when worn, generally attunes to the nearest person, that is, its wearer. Rings that enhance rooms or larger areas are usually tuned to a specific individual, so that the ring's illusion is not constantly shifting.

When mounted in a nondescript room, a *ring of sight* can transform it into a scholarly study, a rosy boudoir, or an elegant salon. Of course, furnishings must roughly conform to the image presented for any lengthy effect, and a ring of touch might be added to harmonize the impressions of any who come into the room. Skillfully combined, these two rings and a single room can serve as several distinct chambers.

Similarly, a *ring of smell* can impart a pine-fresh fragrance, a stimulating seabreeze, or other refreshing aromas dependent on the mood and impulse of its owner.

A *ring of taste*, when one hasn't the skill to evoke savory detail in each dish sufficient to fool a gourmet, can be mounted in the dining room to add an overall flavor to each meal. It can serve to make bland food tasty, but one has heard of infamous dinners in which each course was even more garlic-filled than the last, or so bitter that guests had to pry open their puckered lips with forks to voice their thanks for the meal and regrets for an early departure. Such disasters are usually due to an indiscriminating palate or taste buds temporarily warped by a head cold or other slight illness.

Perhaps the most ill-used of this class of rings, however, is the *ring of sound*. Background music is a useful addition to any social occasion, and such *mood rings* are more versatile and prompt than most orchestras. They certainly require less upkeep. This has not escaped the notice of professional musicians, and musical groups from all over have been among the most vociferous in their opposition to *mood rings*. In scattered cases, musicians have struck back, lurking nearby and producing discordant music calculated to jar the tinniest of ears when combined with a ring's music.

One of the most memorable of such clashes occurred between Squire Frye, a devoted music lover and confirmed *ring of sound* user, and the renowned Damacron Ensemble. Pride forbade the ensemble from actually producing discordant noise, so when it attempted to disrupt one of the Squire's progressive *mood ring* musicales, Master Damacron chose a rousing patriotic march to clash with the rhapsody wafting out of the Squire's windows. Frye was quick to respond, however, moving



swiftly into a sprightly jig in perfect counterpoint to the ensemble's march. Damacron switched to a dirge, and the struggle was on. For hours, all within earshot sat enthralled as point and counterpoint sang through the evening. Four symphonies were born that night, among the most innovative in several centuries, though witnesses say that none do justice to the exhilarating chase that Damacron led Frye on through the enchanted night.

Closely related to the rings just discussed are those tuned to one fixed image or emotion. These rings are particularly useful in cases where their users lack the expertise and emotional control to maintain the positive image they wish to project, or where only one image is necessary. Fixed personal *mood rings* enhancing sight, smell, and touch are not uncommon, but similar *rings of sound* have proven maddening for all in range, particularly the wearer. After hearing the same tune repeatedly, without pause, for days in a row, most early users developed severe mental aberrations. The experiments are seldom repeated.

Fixed rings mounted in rooms are similarly useful. The most common place to find such a ring is in a privy, where a *ring of smell* can overcome the strongest of disagreeable odors with rosewater freshness. Fixed *rings of sound* or *taste* are seldom constructed, but *rings of sight* or

touch can perk up even the most drab chambers.

Mood rings tuned to the combined thoughts of a group of people comprise the final class to be described. Such rings are governed by the emotions of everyone within their range, and in normal circumstances produce pleasant but bland accompaniment for those gathered. *Rings of sight* and *touch* bathe the setting in agreeably soft beige, *rings of sound* provide harmonious and inoffensive background music, *rings of smell* induce slightly sweet but unidentifiable odors, and *rings of taste*, when used in public restaurants and taverns, mask the food with bland flavors.

However, such use always includes the risk of a strong negative emotion overriding the generally positive flow. When this happens, blackened walls, prickly seats, discordant caterwauling, and the stench of rotting eggs predominate. Wise owners make sure that such rings are easily removable when circumstances demand it.

These rings are also popular in children's playrooms, although only the wealthy can afford them. Children's imaginations, when reinforced by rings, can take them anywhere, soaring above the clouds, battling to save a kingdom, or adventuring in the depths of the earth. Strong-willed guardians should always be present, lest children literally scare themselves to death.

Perils occur when *mood rings* come under the control of inexperienced or unaware users. Just as the rings provide positive feedback to positive emotions, anger, distrust, nervousness, and especially fear, are reinforced by the rings in a vicious circle of escalating images. In particular, it was soon found that rings mounted to enhance social gatherings also provide thieves and other intruders with those images they fear most, beginning with flickering shadows in the corners, the hint of a dragon's sulphurous breath, the sting of hidden traps, and the tread of approaching footsteps. The most imaginative fall prey to other worldly guardians and worse, terrors that previously existed only in their darkest nightmares.

Mordmorgan's Ring of Warmth

XP Value: 1,500 GP Value: 7,500

1992 Fantasy Collector Card 131

Mordmorgan's magical ring functions as a normal *ring of warmth*, giving him normal body heat in extremely cold conditions and providing a +2 bonus to saving throws vs. cold-based attacks and reducing the damage by -1 per die. However, Mordmorgan's

ring has a 5-foot radius of effect, allowing up to six other individuals to huddle together with Mordmorgan and benefit from the ring's effects.

of Movement

XP Value: 1,000 GP Value: 7,500

BLACKMOOR

This ring has the same effects as *ring of flying* but instead of air, it works when swimming in water.

Mud

XP Value: 3,000 GP Value: 15,000

DUNGEON Magazine 37

This magical ring appears to be made of dark-red clay. Its wearer may cast several potent earth- and water-based spells. The priest spells that can be cast (at the 14th level) are: *meld into stone* and *water breathing* (three times a day), *stone shape* (twice a day), and *earthquake* (once a month, after which the ring's powers go dormant for two days). The wizard spells that can be cast (at the 12th level) are: *transmute rock to mud* or reverse (twice a week), *transmute water to dust* or reverse (once a week), *conjure elemental* (8-HD earth or water elemental) once a week, and *airy water* (once a day).

No more than five functions may be used in a single day. While wearing the ring, all saves involving earth or water are made at +1, and attacks by beings from the Plane of Elemental Earth or Water are made at a -1 penalty, with damage at -1 on each die. However, the ring bears some danger. Saving throws vs. all air (including poison gases and breath weapons) and fire attacks are made at -1, and damage from these attacks are always at +1 per die. There is also a 2% chance each time the ring is used that the wearer will be *plane shifted* to the Elemental Plane of Earth or Water (50% chance of either) and trapped by a powerful denizen of that place.

Wizards, priests, and rogues may use the ring, but thieves using it have an 8% chance of *plane shifting* per use. An individual donning the ring is made aware of its powers *telepathically*, though its limitations and dangers will be discovered only through employing the device.

of Multiple Wishes

XP Value: 5,000 GP Value: 25,000

DUNGEON MASTER Guide, 1st Edition

This ring contains 2d4 wish spells. As with any wish, the DM should be very judicious in handling the request. If players are greedy and grasping,

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interpret their wording exactly, twist the wording, or simply rule the request is beyond the power of the magic. In any case, the wish is used up, whether or not the wish was granted, and regardless of the DM's interpretation of the wisher's request. No wish can cancel the decrees of godlike beings, unless it comes another such creature.

of Nature's Love

XP Value: 7,700

GP Value: 38,500

Tales of the Lance

This ring appears common: it is a simple pewter ring carved to resemble twining branches with a blossoming rose at its heart.

A long history ties this ring to the Age of Dreams. It passed to Lady Ellyth, who gave it to her son Arin for his bride. Sadly, fair Marissa, Arin's love, had also melted the cold heart of Kryl Shadestalker, a vampiric creature. Master Kryl stole Marissa's life-breath, making her one of his ilk. To seal the pact, he forced her to slay Arin. Although eternally damned, fair Marissa would never bow to Kryl's lust. Decades later, she threw herself on a witch hunter's stake both to spite Master Kryl and to end her torment. Kryl saved the ring, a token of his loss.

Then Master Kryl retired to a manor in the desolate Crumbled Spine of Abanasinia. He swore never to love again. One day his travels took him to the ramshackle port of Dering's Way. While gauging the cattle for his next repast, Kryl fell prey to a common thief, a small girl (Tika) who slipped the ring from his finger while feigning courtesy. Outraged, Kryl sent his minions to locate the girl. They never returned. After a fortnight, a wizard named Waylan knocked at Kryl's door. Waylan said that his daughter had the vampire's ring and he proposed a game of chance to decide ownership. Intrigued, Kryl agreed. If he lost, he would leave the wizard and girl-child alone. If he won, he would claim both the ring and their lives.

How the game ended, none knows. Some say Waylan won and Kryl, loathe though he was, honored the bargain. Others say the con man cheated Kryl, and the furious vampire swore to exact revenge one day. The unliving can be patient: Whatever happened, Waylan lived. The lord of deceit did eventually return to challenge the wizard, but Waylan had teleported Tika and the ring away to a new land.

Tika wears the ring on a chain about her neck as a memento of her father. She does not know of

its power, but in times of stress she will slip on the ring asking for her father's guidance. This activates the ring. Where fate will lead her is unknown. A fortune-teller once said to her, "Nature's love will one day find its true heart and healing hands."

This ring detects only as minor magic. It acts as a *ring of protection* +2, improving AC by -2 and adding a +2 bonus to all saves. It also protects against the elements, halving damage from fire, cold, lightning, air, and water—making the wearer immune to up to 3 Hit Dice of nonmagical damage from the natural elements.

Lastly, the ring makes the wearer immune to the ravages of time. It slows the aging process and quickens healing to double normal rates. Only catastrophe or violence will slay the wearer. Otherwise, the wearer is undying.

The ring is one of three artifacts that make up the *Circle of Love*. These artifacts were created in ancient days by the god Mishakal to end a war between two noble families. The spirit of the earth wizard, Heris Jerrold, inhabits the ring of nature's love. Heris's brother Trae and Trae's betrothed Mirri inhabit the other two artifacts in the *Circle of Love*. One day, destiny will reunite these artifacts, and the spirits within them. The *ring of nature's love* is opposed by the *circlet of pride* in the *Triad of Betrayal*, three artifacts created by the Evil God Hiddukel.

of the Necromancer

XP Value: 2,000

GP Value: 11,000

DRAGON Magazine 29

A *ring of the necromancer* conveys only one benefit to all characters except neutral or evil wizards or priests. Once per week, on command, it forms a sphere of protection equal in effect and duration to that created by a *scroll of protection from undead*. The ring must be worn for a full week prior to each use. If it is removed for any reason, it must be worn for another week before it can be used.

However, when the ring is worn for a week by a neutral or evil wizard or priest, its true worth is revealed. Once per day the ring functions as a *potion of undead control*, and the undead it is used against get no saving throw. Once a week the ring will *animate dead*. Once per month the *ring of the necromancer* will summon any one undead creature (excluding lichs), which serves the wearer for one day. However, before the ring will summon an undead, one living, intelligent,

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conscious, aware being must be ritually sacrificed to the ring. This act must be repeated each time this power is used.

of Neutralization

XP Value: 1,500

GP Value: 7,500

DRAGON Magazine 117

This magical ring can be employed by any character class. Its sole function is to protect the wearer from the effects of a predetermined offensive wizard spell. Each ring has the ability to completely negate any damage or ill effects from a given, specific spell, as noted in an inscription on the ring itself. A *ring of fireball neutralization*, for example, allows a character to stand in the center of a *fireball* blast, totally unharmed. A *ring of neutralization* uses a charge each time a spell's effects are nullified. A typical ring of this sort, when found, has 4d4 charges. It can only be recharged to a maximum of 20 charges, but this requires a prolonged and costly ritual (one day and 1,000 gp per charge). A charge is lost from the ring for each predesignated attack made on an individual wearing it. A *magic missile* or *Melf's minute meteor* forces rings matched for those spells to use a charge for each separate missile stopped. For example, if four *magic missiles* are negated by a *ring of magic-missile neutralization*, then four charges are used.

A *ring of neutralization* only nullifies one type of spell. For example, if a character is wearing a *ring of cone of cold neutralization* and is the target of an *ice storm* spell, he or she takes normal damage from the attack. Spells with similar effects are nonetheless considered different for purposes of using this ring; a *delayed blast fireball* does normal damage if a character is wearing a *ring of fireball neutralization*. Similarly, a character wishing protection from both *lightning bolts* and a *chain lightning* spell would require two different rings. Only the person wearing the *ring of neutralization* is immune to that spell's effects. Anyone else caught in the area of effect takes normal damage or suffers the effects of that particular spell. Below is a table of some ring of neutralization options (roll 5d12):

Roll	Spell	Roll	Spell
Neutralized	Neutralized	Neutralized	Neutralized
05	<i>Bigby's crushing hand</i>	33	<i>Hypnotism</i>
06	<i>Blindness</i>	34	<i>Ice Storm</i>
07	<i>Burning hands</i>	35	<i>Imprisonment</i>
		36	<i>Incendiary cloud</i>

Roll	Spell	Roll	Spell
Neutralized	Neutralized	Neutralized	Neutralized
08	<i>Cantrips</i>	37	<i>Lightning bolt</i>
09	<i>Chain lightning</i>	38	<i>Magic jar</i>
10	<i>Charm person</i>	39	<i>Magic missile</i>
11	<i>Chill touch</i>	40	<i>Massmorph</i>
12	<i>Clone</i>	41	<i>Melf minute meteor</i>
13	<i>Cloudkill</i>	42	<i>Melf acid arrow</i>
14	<i>Color spray</i>	43	<i>Meteor swarm</i>
15	<i>Cone of cold</i>	44	<i>Mind blank</i>
16	<i>Confusion</i>	45	<i>Power word Blind</i>
17	<i>Delayed blast fireball</i>	46	<i>Power word Kill</i>
18	<i>Disintegrate</i>	47	<i>Power word Stun</i>
19	<i>Domination</i>	48	<i>Prismatic sphere</i>
20	<i>Energy drain</i>	49	<i>Prismatic spray</i>
21	<i>Enervation</i>	50	<i>Prismatic wall</i>
22	<i>Evard's black tentacles</i>	51	<i>Ray of enfeeblement</i>
23	<i>Explosive runes</i>	52	<i>Sepia snake sigil</i>
24	<i>Eyebite</i>	53	<i>Shocking grasp</i>
25	<i>Fear</i>	54	<i>Shout</i>
26	<i>Feeblemind</i>	55	<i>Stinking cloud</i>
27	<i>Fire trap</i>	56	<i>Suggestion</i>
28	<i>Fireball</i>	57	<i>Temporal stasis</i>
29	<i>Flame arrow</i>	58	<i>Vampiric touch</i>
30	<i>Flaming sphere</i>	59	<i>Wall of fire</i>
31	<i>Forget</i>	60	<i>Wall of ice</i>
32	<i>Geas</i>		

of the Nibelungen

XP Value: 1,000

GP Value: 5,000

DUNGEONS & DRAGONS Master Set

This item comes from several Scandinavian legends. The ring was part of an entire hoard in the Rhine river, which was guarded by the Rhine Maidens until Alberich gained it by forswearing love. The greedy dwarf cursed the item, and when the Ring was later taken by gods and heroes for various uses, it brought doom to all, resulting even in the destruction of Asgard and the gods. Every two days, the DM should roll on **Artifact Table 1-01: Cataclysm**. The ring cannot be removed short of a carefully worded *wish*.

of Night

XP Value: 1,500

GP Value: 7,500

DUNGEON Magazine 1

The *ring of night* was created by a human wizard named Cabilar as his "key" to get to the crown of Stoutwall; it also serves as a protective device. The *ring of night* is made from a dull gray metal

and radiates magic. It has a batlike motif, with the following phrase written on the inside of the band in magical script (requiring a *read magic* spell to translate): "Defend, deceive, destroy!" It expands and shrinks to fit any size hand. The *ring of night* has the following abilities:

- It acts as a *ring of protection +1*.
- It incurs 60' *infravision* (or 120' if the wearer normally has *infravision*).
- While wearing it, the bearer never needs to eat or breathe.
- It adds 10 hit points to the user's total for 20 rounds, twice per day. When attacked, the character loses these extra hit points before any real damage is incurred.
- The user can cast *burning hands* at the 16th level, twice per day.
- The user can cast *magic missile* at the 16th level three times per day.

Noora's Ring of Djinn Summoning

XP Value: 3,000

GP Value: 15,000

1993 Collector Card 410

Noora's ring is similar in many ways to a standard *ring of djinn summoning*. Noora's ring, however, will summon a tasked artist genie known as Akmed. Akmed is a skilled weaver and can produce some of the finest cloth, fabrics, and rugs ever seen in Zakhara. Akmed often gives his work to Noora so that she may present them to others as gifts. Noora uses these gifts to solidify alliances, reward services well done, or simply as tokens of friendship.

Nuggin's Cursed Ring of Armoring

XP Value: —

GP Value: 1,000

1992 Fantasy Collector Card 634

Nuggin the Transmuter wanted to improve the efficiency of this *ring of armoring*, and he used a suit of magical plate armor as a component in the reenchancement of the item. Unfortunately, his calculations were incorrect and he ended up creating a cursed item instead. Now, when the wearer casts any spell that enhances AC, such as shield or armor, a suit of jointless plate armor (AC 3) appears on the caster and remains for 1d6 rounds. During this time, the wizard cannot move or cast any spells.

of Oak

XP Value: 500

GP Value: 2,000

DRAGON Magazine 45

This is a magical item not usually found in treasure hoards, and its application is somewhat limited.

Nonetheless, it can be of some use to adventurers. A *ring of oak* is a simple, flexible band of wood which, when taken from the home tree of a dryad and worn on the finger, allows the dryad to move out of the vicinity of her tree and roam as an adventurer. Few (if any) true dryads have the wanderlust, but some player characters may find themselves reincarnated, through the druidic spell of the same name, as a dryad, and may wish to continue adventuring.

A small, green twig is taken from the dryad's tree and is woven into a ring shape. Then an *astral spell* and a *wish* must be cast on the ring, and it is thereby attached by a silver cord through the astral plane to the home tree: the cord has a 1% chance per month of breaking through any outside influence. The dryad will not voluntarily remove the ring when more than 360 feet away from the home tree. If the ring is lost or the cord breaks, the dryad loses 1 point of Strength per day until the ring is returned or she finds her way back to within 360 feet of her oak tree. If her Strength reaches 0, she will die—she will undergo a similar loss of Strength if her home tree is destroyed while she is absent, unless a *wish* is used to "resurrect" the tree. Strength is recovered at 1 point per day if death is avoided by the recovery of the *ring of oak* or a return to within 360 feet of the tree.

Onyx Ring of Negative Plane Protection

XP Value: 1,200

GP Value: 6,000

Lords of Darkness

This ring gives the same protection as the priests' spell of the same name. One charge is used each time the wearer is attacked by a creature tied in any way to the Negative Energy Plane. The wearer is also effective against creatures using negative energy attacks on the Demiplane of Shadows.

of Opposition

XP Value: 1,000

GP Value: 5,000

Wonders of LANKHIMAR

This ring does the exact opposite of what the characters want it to do. If they hope it is a *ring of regeneration*, it becomes a *ring of degeneration*. The ring cannot be fooled once the characters know what it is. They cannot try to make it a *ring of falling* when they really want it to be a *ring of flying*.

Orbus

XP Value	GP Value
+1: 2,000	18,000
+2: 3,000	7,000
+3: 5,000	45,000

DRAGON Magazine 159

This rare ring, appears to be carved from ivory with strands of platinum twining around the band. No magical effects are noted by the wearer of such a ring unless seated in a spelljamming helm. The ring, utilizing the remains of an orbus and its residual magic, increases a ship's SR by one rank. Thus, a 7th-level transmuter seated at a minor helm would move the ship at SR 2; with an *orbus ring*, the ship moves with SR 3.

These rings are highly prized by spelljamming wizards and have been touted as a great increase in spelljamming technology. Actually, the secret of making *orbus rings* was lost for nearly a century until a hidden cache was discovered on the Rock of Bral. The original rings varied in intensity, some even granting an SR bonus of +3! Gamalon Idogyr, an expert on spelljamming magic, is currently the only known distributor of the new *orbus rings*. The methods of their creation remain a closely guarded secret.

of Plant Control

XP Value: 500 GP Value: 2,500

DUNGEONS & DRAGONS Rules Cyclopedia

This ring has the same effect as a *potion of plant control*, but only lasts as long as the wearer concentrates.

of Plant Control II

XP Value: 500 GP Value: 2,500

DUNGEONS & DRAGONS Expert Rules Set

The wearer may animate and control all plants and plantlike creatures (including monsters) within a 10' by 10' area, up to a range of 60 feet. The controlled plants may be forced to leave the area. The control will last as long as the wearer concentrates on the desired effects.

of Plant Control III

XP Value: 500 GP Value: 2,500

Curse of the Azure Bonds

This ring is like a *ring of mammal control*, but it affects plants and vegetable monsters, including algoids, shambling mounds, and treants. Allows the user to cast one entangle spell each day.

of Paraelemental Command

XP Value	GP Value
Ice: 4,000	20,000
Ooze: 4,000	20,000
Magma: 4,000	20,000
Smoke: 4,000	20,000

DRAGON Magazine 120

The four types of *rings of paraelemental command* are lesser versions of the *rings of elemental command*. Each appears to be nothing more than a normal ring, but each has certain other powers as well as the following common properties:

1. Paraelementals of the plane to which the ring is attuned cannot approach within 5 feet of the wearer or attack the wearer. If the wearer desires, he or she may forgo this protection and instead attempt to *charm* the paraelemental (saving throw applicable at -2). If the latter fails, however, total protection is lost, and no further attempts at *charming* can be made. The properties below still function with respect to the paraelemental.
2. Creatures, other than normal paraelementals, from the plane to which the ring is attuned attack at -1 on their THAC0 roll. The ring wearer takes damage at -1 on each hit die and makes applicable saving throws from the creatures' attacks at +2. In addition, all attack rolls made by the wearer of the ring are at +4 (or -4 to the paraelemental creature's saving throw), and the wearer does +6 damage (total, not per die), adjusted by any other applicable bonuses and/or penalties. Any weapon used by the ring wearer can hit paraelementals or quasiaelementals, even if the weapon is not magical.
3. The wearer of the ring is able to converse with the paraelemental creatures of the plane to which the ring is attuned. Recognizing that the character wears the ring, the creatures show a healthy respect to the wearer. Note that the Dungeon Master is free to create any new paraelementals for the relevant planes as needed.
4. In addition, the possessor of a *ring of paraelemental command* suffers a saving throw penalty as shown in the table below.
5. Only one power (major or minor) of a *ring of paraelemental command* can be used at one time.

Ice: At will, the wearer produces the following magical effects: *ice storm* (twice per day), *wall of ice* (twice per day), *Otiluke's freezing sphere* (once per week), or *warmth*. The ring appears to



be nothing more than a *ring of warmth* until the condition established is met.

Magma: At will, the wearer produces the following magical effects: *burning hands* (once per turn), *affect normal fires* (once per turn), *flaming sphere* (twice a day), or *fire resistance*. The ring appears to be nothing more than a *ring of fire resistance* until the condition established is met.

Ooze: At will, the wearer produces the following magical effects: *grease* (once per turn), *melt* (once an hour), *rock to mud* (twice a day), or *water walking*. The ring appears to be nothing more than a *ring of water walking* until the condition established is met.

Smoke: At will, the wearer produces the following magical effects: *wall of fire* (once per hour), *fog cloud* (twice per day), *solid fog* (once per week), or *free action*. The ring appears to be nothing more than a *ring of free action* until a certain condition is met (such as having the ring *blessed*, slaying a smoke paraelemental, or whatever is determined necessary to activate its full potential).

Rings operate at the 12th level or the minimum level needed to perform the equivalent magic spell (if greater), with respect to range, duration, or area of effect determinations that might apply. The additional powers each take five segments to bring forth.

Ring Type	Penalty
Smoke	-2 vs. breath weapons or wind-based attacks.
Ice	-2 vs. fire or steam.
Ooze	-2 vs. petrification or polymorph.
Magma	-2 vs. cold or water.

of Phantom Form

XP Value: 1,500

GP Value: 7,500

DRAGON Magazine 117

The user of this ring can disperse his or her body's molecules at will, so as to become totally *intangible*. This ring does not allow the user to become *invisible*, but rather appear translucent in form. *Rings of invisibility* and *phantom form* cannot be used together at the same time. The spell *invisibility* can be successfully cast upon the user of a *ring of phantom form*, however. An *intangible* character cannot be hit by normal weapons, but is affected normally by weapons with a +1 or better magical bonus. An *intangible* character cannot physically attack, but may cast spells. Heat, cold, and electrical attacks (such as *lightning bolt* and *fireball*) affect an *intangible* character normally. The user of a *ring of phantom form* can move through screens, pipes, and other narrow apertures at a 15-foot movement rate. All items carried by a character in *phantom form* are likewise rendered *intangible*. If a character fails a saving throw against any magical attack form that can harm the PC, all items carried must likewise save vs. that attack form or be destroyed.

of the Phoenix

XP Value: 4,000

GP Value: 20,000

POLYHEDRON Newszine 82

This fine, gold band is usually mistaken for a *ring of fire resistance*, since an *identify* spell will reveal it as one. However, the ring has a special property that is released if its wearer dies of natural or magical fire. If this occurs, the ring melts into the wearer's finger, and the wearer is reincarnated into a human phoenix. Physically, the reincarnated character looks the same as before death, except for the bright orange skin and deep red eyes. The character's alignment changes to neutral good, and he or she is instilled with the urge to fight evil at every opportunity. The character retains all class powers and abilities and is bestowed with the following innate spell abilities, cast at the 12th level:

- *Fire resistance*, always in effect.

- *Affect normal fires*, three times a day.
- *Fireball*, once a day.
- *Pyrotechnics*, once a day.
- *Wall of fire*, once a week.



of the Pomarj

XP Value: 4,000 **GP Value:** 20,000

GREYHAWK Adventures

This black ring was created by a wizard from the Wild Coast. Hating all inhabitants of the Pomarj, he used it to gather troops of goblins, ogres, or orcs. He then led these troops into battle against the humanoids of the Pomarj. The ring is considered a threat by many other lands as well.

The ring allows a character of evil alignment to gather a horde of goblins, ogres, or orcs (in much the same fashion as a barbarian horde is summoned). The wearer of the ring decides which race he wishes to gather, and can gather a number of creatures determined by the character's experience point total:

Race	Horde Size
Goblin	XP divided by 750
Ogre	XP divided by 4,000
Orc	XP divided by 1,000

The horde can be raised only on the Wild Coast, and must be raised for a specific, short-term purpose. For example, the horde might be gathered to attack a rival tribe, to raid the County of Ulck, or to destroy elves in Celene. It takes the horde at least a week to assemble and, whatever its purpose, the horde will remain together for a maximum number of weeks equal to half of the ring wielder's level. Deviation from the stated purpose may cause the horde to disband sooner, at the DM's option. Disbanded humanoids will return to the Wild Coast by the quickest and safest route. Note that the ring does not charm, beguile, or otherwise compel obedience, and that a ring wielder whose humanoids disband will not receive a warm welcome the next time he returns to them. The ring can be used but three times in one year.

of Projection

XP Value: 2,000 **GP Value:** 10,000

Dragons of Faith

This magical ring can invoke a *project image* spell once per hour. The spell lasts for up to five rounds.

of Projection II

XP Value: 500 **GP Value:** 5,000

Tales of the Lance

This ring is a simple bronze band enameled in black. It bears a round, silver set—a rosy crystal encircled by eight amber chips. The gem setting may be raised to reveal a hidden compartment beneath. The origin of this ring remains a mystery, although it is said to come from other lands. Serinda received a *ring of projection* from the black sea mage, Mellick as a memento of a battle against Mandracore the Reaver's pirates off Endscape. The ring was said to wield the mirage magic that projects the image of an island out across the sea.

When the gem is raised and the command word spoken, an illusion of the wearer is projected up to 60 yards away. The duplicate of the wearer copies the actions of the original, or performs all actions at the caster's command, if the caster limits the actions to half movement with no attacks. The caster must be able to see the image to maintain it. This can be performed once an hour, and lasts up to five rounds.

of Protection

XP Value	GP Value
+1: 1,000	5,000
+2: 2,000	15,000
+2: 5' radius: 2,000	15,000
+3: 3,000	20,000
+3: 5' radius: 3,000	25,000
+4: +2 to saves: 4,000	24,000
+6: +1 to saves: 6,000	30,000

DUNGEON MASTER Guide

A *ring of protection* improves the wearer's Armor Class value and saving throws vs. all forms of attack. A ring +1 betters AC by 1 (say, from 10 to 9) and gives a bonus of +1 on saving throw die rolls. The magical properties of a *ring of protection* are cumulative with all other magical items of protection except as follows:

- The ring does not improve Armor Class if magical armor is worn, but it does add to saving throws.
- Multiple rings of protection operating on the same person, or in the same area, do not combine protection. Only one such ring—the strongest—functions, so a pair of protection rings +2 provides only +2 protection. To determine the value of a protection ring, use the following table:

Roll	Level of Protection
01–70	+1
71–82	+2
83	+2, 5' radius protection
84–90	+3
91	+3, 5' radius protection
92–97	+4 on AC, +2 to saving throws
98–00	+6 on AC, +1 to saving throws

The radius bonus of 5 feet extends to all creatures within its circle, but applies only to their saving throws. (In other words, only the ring wearer gains Armor Class additions.)

of Protection from Charming

XP Value: 3,600 **GP Value:** 18,000

The Assassin's Knot

This is a special limited charge ring based on the 8th-level spell *Serten's spell Immunity* (+9 vs. *beguiling*, *charm*, *suggestion*; +7 vs. *command*, *domination*, *fear*, *hold*, *scare*; +5 vs. *geas*, *quest*). It operates automatically to ward its wearer, and the protection from each charge lasts a full 16 turns. It protects only the wearer,

and cannot be recharged. It may have a maximum of 12 charges.

of Protection from the Elements

XP Value: 2,000 **GP Value:** 10,000

Dragons of Faith

This ring halves all damage from fire, cold, lightning, air, and water. It also makes the wearer immune to the effects of up to 3 Hit Dice of non-magical damage from the natural elements.

of Protection from Stone Guardians

XP Value: 500 **GP Value:** 5,000

The Secret of Bone Hill

The ring protects the wearer and all persons within a 10-foot radius. This ring only affects stone guardians and no others, although kind DMs may include earth elementals or stone golems in the protection to make the item a bit more useful.

of Protection From Undead

XP Value: 2,500 **GP Value:** 7,500

Old Empires

This charged magical item is a band of white gold, with the insignia of Horus-Re on its front. When any undead tries to touch the wearer, the wearer has the option of using one charge to prevent contact. Use of a charge must be declared before the undead rolls its attack against the wearer. Each charge prevents the wearer from being struck by any undead in that round (if the wearer is being attacked by two wights, one charge prevents contact from both of them). This does not protect the character when surprised. The ring contains 3d10+25 charges.

Pyros's Ring of Spell Storing

XP Value: 3,000 **GP Value:** 15,000

1993 Collector Card 412

Pyros's ring of spell storing stores three spells, just as a typical version of this magical item does. However, unlike the usual ring, *Pyros's* ring is not restricted to three specific spells. While it must hold *detect magic* and *teleport*, the third slot is open to any spell from the Elemental School of Fire, a great advantage to *Pyros* in his line of study.



of Quasielemental Command

XP Value	GP Value
Ash: 2,000	10,000
Dust: 2,000	10,000
Lightning: 2,000	10,000
Mineral: 2,000	10,000
Radiance: 2,000	10,000
Salts: 2,000	10,000
Steam: 2,000	10,000
Vacuum: 2,000	10,000

DRAGON Magazine 120

The eight types of *quasielemental command rings* are lesser versions of the *paraelemental command rings*. Each has certain powers (detailed below), as well as the following common properties:

1. Quasielementals of the plane to which the ring is attuned cannot approach within 5 feet of the wearer or attack the wearer. If the wearer desires, he or she may forgo this protection and instead attempt to *charm* the quasielemental (saving throw applicable at -2 on the die). If the latter fails, however, total protection is lost, and no further attempts at *charming* can be made. The secondary properties given below then function with respect to the quasielemental.
2. Creatures other than quasielementals, from the plane to which the ring is attuned attack at -1

to attack rolls. Also, the ring wearer takes damage at -1 on each hit die and makes applicable saving throws from the creatures attacks at +2. All attack rolls made by the wearer of the ring at +4 (or -4 to the quasielemental creature's saving throw) and the wearer does +6 damage (total, not per die), adjusted by any other applicable bonuses or penalties. Any weapon used by the ring wearer can hit quasielementals, even if the weapon is not magical.

3. The wearer of the ring is able to converse with quasielemental creatures of the plane to which the ring is attuned. Recognizing that the character wears the ring, the creatures show a healthy respect to the ring wearer. Note that the DM is free to create new quasielementals for the relevant planes as needed.
4. In addition, the possessor of a *ring of quasielemental command* suffers a saving throw penalty as shown on the table below.
5. Only one power of a *ring of quasielemental command* can be used at one time.
6. All *rings of quasielemental command* detect as magic, but do not identify precisely until a certain condition is met (such as having the ring *blessed*, slaying a quasielemental of the type to which the ring is attuned, or whatever is determined necessary to activate its full potential).

Ash: At will, the wearer gains the following magical effects—*pass without trace* (once an hour) or *detect invisibility* (once an hour). The ring appears to be nothing more than a magical ring until the condition established is met.

Dust: At will, the wearer produces the following magical effects: *dust devil* (once a day) or *transmute water to dust* (once a day).

Lightning: At will, the wearer produces the following magical effects—*shocking grasp* (once per turn) or *lightning bolt* (four times a week).

Mineral: At will, the wearer gains the following magical effects—*transmute metal to wood* (once a day) or *wall of stone* (once a day).

Radiance: At will, the wearer produces the following magical effects—*rainbow pattern* (once an hour) or *sunray* (twice a week).

Salts: At will, the wearer gains the following magical effects—*irritation* (twice a day) or *preserve* (twice day).

Steam: At will, the wearer produces the following magical effects—*melt* (once per turn) or *fog cloud* (twice a day).

Vacuum: At will, the wearer gains the follow-

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ing magical effects—*unseen servant* (once a day) or *negative plane protection* (four times a week).

The rings operate at the 12th level or the minimum level needed to perform the equivalent magic spell or wand effect (if greater), with respect to range, duration, or area of effect determinations which might apply. The powers take only a -2 Initiative penalty to activate.

Ring Type	Penalty
Lightning	-2 vs. water, steam, or cold.
Steam	-2 vs. lightning or electricity.
Radiance	-2 vs. paralyzation or darkness.
Mineral	-2 vs. petrification.
Vacuum	-2 vs. death magic.
Salts	-2 vs. poison.
Ash	-2 vs. water or cold.
Dust	-2 vs. disintegration.

of Quick Action

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 117

A *ring of quick action* enables a warrior to gain initiative at the start of melee, regardless of any other factors, including the condition of the opposition. The ring can be used 2d10 times in this manner before it runs out of charges and becomes useless. Expending a charge is an automatic action requiring a mental command at the start of a melee round.

of Quickness

XP Value: 1,000 GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedia

Once each day, the wearer of this ring can move and attack at double normal rates for 1 turn. The effect is identical to the wizard spell *haste*, but this effect can be produced by command, not by spellcasting.

Quirks of Magical Rings*

XP Value: — GP Value: —

DRAGON Magazine 163

The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry.

The following tables have been created to add some spice and variety to existing magical items in the AD&D game world. A table of nonstandard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and they

function exactly as a standard item of the same type in the DMG. However, sometimes there is a slight mishap in the creation of the device—the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to determine the exact quirks a magical ring possesses.

Roll	Quirks Present
01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Magical Ring Quirks

Roll	Result
01-04	Ring is powerless during the night.
05-08	Ring is powerless during the day.
09-11	Ring does not function underground at depths greater than 100' below the surface.
12	Ring does not function above ground.
13-17	Ring does not function if a second magical ring is worn.
18-24	Ring does not function for 1d4 days if it is taken off the wearer's finger and later replaced, even if it is now worn by a different person.
25-28	Ring cannot use its offensive power against any creature of 1 HD or less.
29-30	Ring is easily damaged; it makes any saving throw at a -2 penalty on the roll.
31-33	Ring works erratically; there is a 5% chance that when its powers are used, the ring shorts itself out and becomes unusable for 24 hours.
34-37	Ring magically grafts itself to the wearer's finger and cannot be removed by any means other than employing a <i>wish</i> or physically removing the finger from the wearer's body.
38-44	Ring glows a random color (equal to <i>faerie fire</i>) whenever its powers are in effect.

- 45-48 Ring is unable to function when within 30 feet of any other magical ring.
- 49-53 Wearer of the ring becomes totally colorblind and can see only in black and white for as long as the ring is worn. If the wearer is naturally colorblind, he or she can see normal colors in the visible spectrum for as long as the ring is worn. If the ring is taken off, sight returns to its natural state.
- 54-59 Ring is specially enchanted and cannot be destroyed by fire, magical or otherwise.
- 60-61 Ring causes its wearer to experience terrible nightmares if it is worn while sleeping, preventing any rest at all. If it is taken off prior to falling asleep, no ill effects occur.
- 62-65 Ring is specially enchanted and is immune to the effects of acid of any type.
- 66-69 Ring emits a hum audible to those within a 10-foot radius whenever its powers are used.
- 70-72 Wearer's metabolism is slowed by wearing the ring; consequently, only half the daily amounts of food needs to be consumed.
- 73-76 Wearer's metabolism is sped up by wearing the ring; twice the daily amounts of food needs to be consumed by the wearer.
- 77-81 Ring functions as normal but has no effect on one specific creature type.
- 82-83 Ring cannot be crushed by anything short of an irresistible force (such as a deity or several tons of rock).
- 84-88 Ring does not work if its wearer is clad in metal armor.
- 89-92 Ring has a command word that must be spoken in order for it to operate. If the ring has a power that operates continuously, speaking the command word operates the ring for three turns.
- 93-94 Ring drains 1 hit point for every two days that it is worn, or 1 hit point every time it is put on. Normal healing applies.
- 95-98 Ring is inhabited by a vain, minor spirit who wills its wearer to polish the ring daily. If this is not done, the spirit withholds the ring's powers for one day for each time it is not polished.
- 99-00 Ring has a 20% chance of failing to work each time it is put on or activated.

of the Ram

XP Value: 1,500

GP Value: 7,500

DUNGEON MASTER Guide

This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or a buck goat) as its device. Anyone who attempts a detect magic on the ring discovers an evocation upon it.

The wearer can cause the ring to give forth a ramlike force, manifested by a vaguely discernible shape which resembles the head of a ram or goat. This force strikes one target for 1d6 points of damage if one charge is expended, 2d6 points if two charges are used, or 3d6 points if three charges (the maximum) are used. The ring is quite useful for knocking opponents off walls or ladders, or over ledges among other things. The force of the blow is considerable, and a victim who fails to save vs. spell is knocked down. The range of this power is 30 feet. The target of the blow applies adjustments to the saving throw from the following list:

Target smaller than human-sized	-1
Larger than man-sized	+2
Strength under 12	-1
Strength of 18-20	+3
Strength over 20	+6
Four or more legs	+4
Over 1,000 pounds weight	+2
2 charges expended	-1
3 charges expended	-2

The DM can make circumstantial adjustments according to need. For instance, a fire giant balanced on a narrow ledge should not gain any benefit from Strength and weight unless he knows that he about to be struck by the force of the ring. This is a case where common sense will serve best.

In addition to its attack mode, the ring of the ram also has the power to open doors as if a person of 18/00 Strength were doing so. If two charges are expended, the effect is as for a character of 19 Strength, and if three charges are expended, the effect is as if a 20 Strength were used. Magically held or locked portals can be opened in this manner.

Structural damage from the ramlike force is identical to an actual battering ram, with double or triple damage according for applications of two or three charges. Magical items struck by the ramlike force must save vs. crushing blow if three charges

are used; otherwise, the force will not affect them. Nonmagical items which are the target of the force save vs. crushing blow from the impact.

A ring of this sort will have 6d10 charges when discovered. It can be recharged by a wizard employing enchant an item and *Bigby's clenched fist* in combination.

of Randomness

XP Value: — **GP Value:** 1,500

Tome of Magic

When an *identify* spell is cast on this cursed priests' ring, it radiates an aura of a beneficence to disguise its nature. The DM should roll 1d100 to determine the ring's power.

Roll	Power
01-25	<i>Protection from evil</i>
26-40	<i>Continual light</i>
41-60	<i>Bless</i>
61-70	<i>Cure light wounds</i>
71-80	<i>Remove fear</i>
81-90	<i>Heat metal</i>
91-00	<i>Cure blindness or cure deafness</i>

A ring can be used three times a day at 12th level ability. Each ring functions normally half the time, providing the indicated power. However, the ring's curse causes the reverse of the desired effect to manifest 50% of the time. The DM should roll secretly each time the ring is used to determine whether the result is the desired effect or the reversed effect. Thus, a person casting continual light has a 50% chance of getting either light or darkness.

If the ring is used to heal blindness or deafness, a reversed result yields a special curse. Since *cause blindness* has no effect on a blind character, the ring further distorts the spell effect by shifting to *cause deafness*. Thus, a priest attempting to cast *cure blindness* whose ring indicated a reversed result would cause the victim to become deaf.

In addition, a priest runs the risk of spell reversal every time a reversible spell is used (even those cast normally). The ring can be removed only with a successful *dispel magic* spell.

Range Extension

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 117

This item allows any spellcaster (including rangers, paladins, and the like) to voluntarily extend the

range of any spell cast, save those spells with ranges of 0 or touch. Each such ring contains 2d20 charges and cannot be recharged. Each charge used increases the range of any spell cast by the amount listed as the normal range. Thus, if one charge is used, the range is doubled; two charges triple the range, three quadruple it, and so on. A *ring of range extension* may be successfully used on spells cast from scrolls or other magical devices, but cannot be used to cast a spell into a plane other than the one that the user currently occupies.

Rapid Regeneration

XP Value: 5,000 **GP Value:** 50,000

DRAGON Magazine 120

This ring acts as a normal *ring of regeneration* with one major difference—it regenerates 1 hit point each round rather than 1 each turn. The ring is created by combining a *ring of regeneration* with a rare distillation of troll's blood and *potions of speed* during the enchantment process. One percent of *rings of regeneration* found will be *rings of rapid regeneration*.

of Readiness

XP Value: 2,000 **GP Value:** 10,000

The Complete Fighter's Handbook

This magical item consists of two plain iron rings, one suitable to be worn on a finger and one larger, some 2 inches in diameter. The larger ring is to be placed on some item. It can be sewn into or bolted onto a set of armor; it can be placed upon the pommel of a weapon (in which case it shrinks until it fits snugly); it can be attached to any item of personal gear weighing less than 100 pounds.

When the larger ring is attached to an object, and the smaller ring is worn by a character, the character needs only to utter the magical word inscribed on the inside of the smaller ring. When this is done, if the other ring is within 10 miles, it instantaneously transports that object to the character.

If the item attached to the other ring is a weapon, it will appear in his hand. If the item is a suit of armor, it appears on the character; if the character is already wearing a suit of armor, it appears next to him or her. If the item is something else, it appears in a fashion dictated by the DM; a crown will appear on a character's head, while a sewing machine would appear on the ground or floor, for instance.

If the item attached to the larger ring is more than 10 miles away, nothing happens.

The use of the rings must be announced before initiative in the combat turn. The use of these rings takes no time. A character calls out the magic word before initiative; then, later in the turn, when that character's actions come up, the item in question appears.

If a character finds the smaller ring without the larger one, then whatever object the larger one is attached to may be summoned. These rings recognize no single owner. An interesting quest in a campaign might be for a character to find the smaller of a set of rings and have to wander to find the larger ring and summon it and its object; remember, it only works within 10 miles of the summoned.

The magic only works if the item attached to the larger ring is inanimate. Living things are not transported.

Once summoned, these objects may not be sent back. This is a one-way trip. The rings may be used any number of times—they do not wear out.

Many heroes use this magical item so that they never lose their weapons. If the hero finds his sword disarmed in combat, he can call it to his hand on the next round, without wasting the time to go get it. Some con artists use it to run a scam: They'll secretly attach the larger ring to some great item of treasure, sell it to a dealer, skip town with the dealer's money and then summon the treasure back. This is a good tactic until the vengeful dealer catches up with the creative thief.

This magical item may be used by characters of any class. *Rings of readiness* cannot be used on the same weapon as a *bracelet of charms*.

of Regeneration

XP Value	GP Value
Regeneration: 5,000	40,000
Vampiric: 4,000	35,000

DUNGEON MASTER Guide

The standard *ring of regeneration* restores 1 point of damage each turn (and eventually replaces lost limbs and organs). It will bring its wearer back from death. (If death was caused by poison, however, a saving throw must be successfully rolled or the wearer dies again from the poison still in his system.) Only total destruction of all living tissue by fire, acid, or similar means will prevent regeneration. Of course, the ring must be worn, and its removal stops the regeneration processes.

A rarer kind of *ring of regeneration* is the vampiric *regeneration ring*. This bestows one-half



(fractions dropped) of the value of points of damage the wearer inflicts upon opponents in hand-to-hand (melee, nonmissile, nonspell) combat immediately upon its wearer. It does not otherwise cause

regeneration or restore life, limbs, or organs. For example, if a character wearing the ring inflicts 10 points of damage, 5 points are added to that character's current hit point total. The creature struck still loses 10 points. In no case can the wearer's hit points exceed the amount the character began with.

In Ravenloft: Undead do not provide healing hit points to the wearer. Instead, they send negative plane energy through the channel created by the ring, inflicting as much damage as they would otherwise have healed. The undead monsters still take normal damage. Each use of this ring requires a Ravenloft powers check, to a maximum of one check per week. (The ring can be used more often, however.)

To determine which type of ring is discovered, roll percentile dice:

Roll	Ring Type
01-90	Ring of regeneration
91-00	Vampiric regeneration ring

of Remedies**XP Value:** 2,000**GP Value:** 8,000

DUNGEONS & DRAGONS Rules Cyclopedia

Once each day, this ring will produce one remedy—a *cure blindness*, *cure disease*, *remove curse*, or *neutralize poison* spell effect. Each effect is identical to the priest spell of the same name and is treated as if cast by a 25th level priest. The ring produces the effect desired when the wearer concentrates and touches the recipient.

of Resistance**XP Value:** 1,000**GP Value:** 5,000

Tome of Magic

This ring grants a wizard a saving throw bonus identical to the bonus gained by a specialist in a particular school of magic. The magical school affected is randomly determined on the table below by rolling 1d8.

Roll Affected School

- | | |
|---|---------------------------|
| 1 | Abjuration |
| 2 | Alteration |
| 3 | Conjuration/summoning |
| 4 | Enchantment/Charm |
| 5 | Illusion/Phantasm |
| 6 | Invocation/Evocation |
| 7 | Lesser/Greater Divination |
| 8 | Necromancy |

When required to save against a spell from that school, the wearer gains a +1 bonus to the saving throw. When the wearer casts a spell from that school, the opponent suffers a -1 modifier to all saving throws. This ring does not allow a wizard to cast spells from a school in opposition to his or her own. These modifiers are cumulative with all others, including those in effect for specialization.

of Resistance to Breath Weapons**XP Value:** 5,000**GP Value:** 25,000

The Complete Wizard's Handbook

This ring gives the wearer complete immunity to all breath weapon attacks from creatures other than dragons; the wearer suffers half damage from dragon breath.

of Reversion**XP Value:** 1,000**GP Value:** 10,000

RAVENLOFT® II: The House of Gryphon Hill

This ring appears to be a simple iron band bearing a blood-red garnet and inscribed with ancient runes. The ring enables the wearer to restore a dispossessed soul to its original body, simultaneously restoring the original soul of the creature to its original body. It can also cause a shapechanger or polymorphed creature to revert to original form.

This ring can only be used by a priest. The priest must strike one of the bodies of the possessed with it (Strength bonuses do not apply). The distance between the body touched and the body of the other transposessed creature must be less than 50 miles.

The condition of both bodies during this process is of utmost importance. If the body of either creature has been damaged, then it remains damaged and the soul being restored to that body must still deal with its physical impairment. If either of the bodies has been slain, the soul within that body has been released and cannot be called back through use of this ring. Attempting to restore a soul to a dead body simply results in the second soul also being released and beyond recall other than by *resurrection* or *raise dead*. There is no saving throw from this device; it always works, and has unlimited charges.

This is certainly not to say that there isn't a certain amount of danger in using this device. First of all, while the device is being worn, it projects an aura of good, alerting any creature within 300 feet who has been transposessed. This requires all random encounter checks to be made at twice the normal rate for the turn in which it is worn.

Different creatures will react differently to the presence of this device. The converted, evil spirited creatures will make every effort to either destroy the one who bears the device or to flee from it. In any event, there is a 40% chance that the creatures know the location of the PC using the ring. This allows the creatures to make a special attack. The converted will do all they can to stay away from the reach of one who bears this ring.

The transposessed townspeople's spirits are a different matter. They now inhabit the essence of terrible creatures, many with horrible powers. They, too, will feel the presence of this ring when it is in use and will charge toward it desperate with hope. These creatures are dangerous in that they may often damage the party with their uncontrolled abil-

ities before they can be helped. This device cannot be used to transpossess souls, only to restore souls that have been previously transpossessed.

of Reversion II

XP Value: 1,000 **GP Value:** 10,000

RAVENLOFT Campaign Set

This ring appears to be a simple iron band with a blood-red garnet. The band is inscribed with ancient runes. The ring enables the wearer to force a shapechanger or polymorphed creature to revert to its true, original form. The ring also can reverse the transpossession of psyches, *magic jar* spells, and spells with similar functions. Only a priest can use this ring. While wearing it, the ring must be touched to the body the priest wishes to affect. The target gets no saving throw.

If the target has been transpossessed (the victim's mind is in a strange body, while another mind occupies the character's original body elsewhere), the other body must be within 50 miles—and it must be alive, otherwise the ring has no effect. The ring cannot change the condition of either body; damage and wounds stay the same. Each mind, and all its attendant problems or enchantments, simply returns "home."

A transpossessed creature can sense the power of the ring, even if he or she doesn't know the exact effects. If the user prefers to remain in the current body, the creature or character feels great danger when the ring is near. The character will flee or attack, depending on situation and personality. Conversely, a transpossessed creature who prefers the old body feels great hope in the presence of the ring, and will do anything to get the ring, even charging blindly and attacking. A transpossessed PC must make a Wisdom check to resist such bold, foolish action.

of Reversion III

XP Value: 3,500 **GP Value:** 17,500

1992 Fantasy Collector Card 628

With this ring, a wearer can force a shapechanger or polymorphed creature to revert to true form. The ring can also reverse the transpossession of psyches, *magic jar* spells, and similar effects (the affected creature's body must be within 50 miles). If a creature does not want to be reversed, it feels great fear in the presence of the ring. Conversely, a creature that wants the exchange to occur feels great hope in its presence. The ring must touch the body to function. There is no saving throw.

of Rhyming

XP Value: 800 **GP Value:** 4,000

POLYHEDRON Newszine 61

This ring enables the wearer to articulate his or her message into rhyming couplets. The poetic rhyme scheme tends to make the message more effective, as more people will listen. The ring is usable three hours a day, in any combination of time increments.

Rocckoe's Ring of Bureaucratic Wizardry

XP Value: — **GP Value:** 1,500

1992 Fantasy Collector Card 629

Rocckoe attempted to magically alter the nature of this ring, and he succeeded—sort of. Now, when the ring's wearer casts a spell, a sheaf of paper and a pen still appear, but the wizard only needs to fill out one set of forms explaining the details of the spell and its usage, not three. However, upon completion of the form, it disappears and the wizard must wait 1d4 rounds for it to be approved. After that, the spell goes off, and 1 point is added to each die of damage inflicted by the spell. A *remove curse* spell is still required to take off the ring.

of Safety

XP Value: 2,000 **GP Value:** 10,000

DUNGEONS & DRAGONS Rules Cyclopedica

The effect of this ring is similar to that of a *potion of luck*. If the ring's wearer fails a saving throw, the player may "change fate" by announcing that the saving throw was, in fact, successful. The ring negates 1d4 failed saving throws and disintegrates.

Samander's

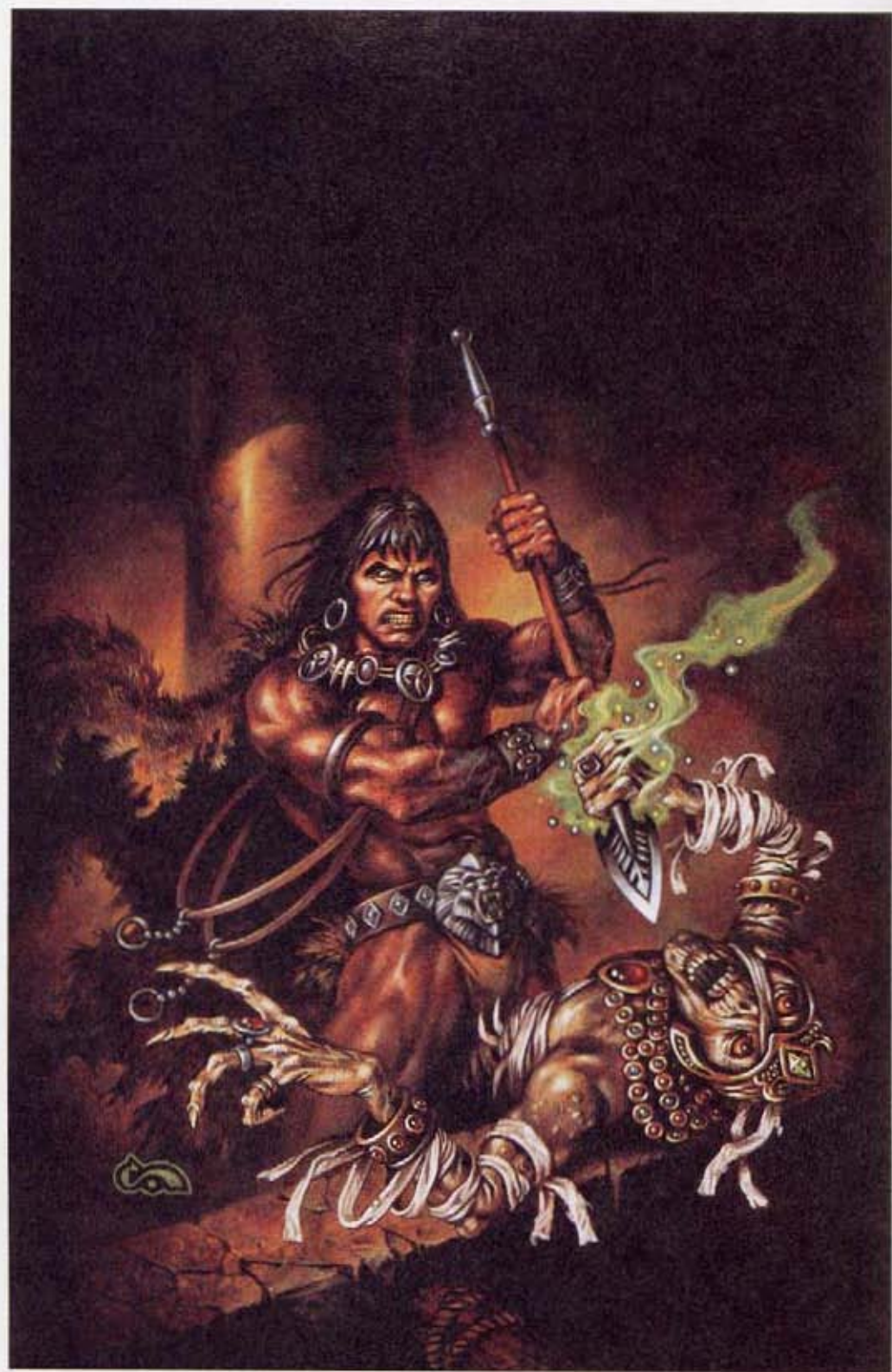
XP Value: 2,000 **GP Value:** 12,000

DRAGON Magazine 185

Named for the wizard who devised it some 40 winters ago, this rare type of plain, brass ring protects a single, living being whose bare flesh must be in contact with it. It need not be worn to work.

Samander's ring is enspelled to elude all means of magical *detection*, even when it bears another spell (such as *Drawmij's instant summons* or other *teleportation* magic, a *magic mouth*, or *invisibility*). It does not interfere with any magic cast upon it.

Samander's ring has only one function—it absolutely prohibits any mental control, compulsion, or influence from affecting the mind of its bearer, such as psionic attacks or orders given to a *charmed* ring-bearer. (Please note that these



attacks can still cause physical damage.) The bearer is made aware of the details of all such control attempts and can therefore pretend to be affected. The ring does not prevent a *charm*, *domination*, or similar enchantment or charm spell from being cast on the ring bearer, so that the caster may well believe such a spell succeeded. The ring has no effect on illusions (including *shadow monsters*). When functioning, *Samantha's ring* turns invisible and intangible; it can't be felt, struck, or torn off by physical methods.

Saurian

XP Value: 500

GP Value: 2,500

DRAGON QUEST Game

This plain and featureless golden ring was created by lizardmen long ago. The ancient and secret magic they used in its creation has been long forgotten since their race fell into savagery. Anyone who puts on this ring will turn invisible. Monsters cannot see the character and will not attack unless he or she does something to give away the character's location.

If the wearer attacks someone or uses a spell while invisible, the magic fails and visibility returns. The wearer can turn invisible again in the next turn. Anyone who attacks an invisible hero suffers a -4 penalty to attack rolls. Any hero may wear this ring.

of Seeing

XP Value: 2,500

GP Value: 12,500

DUNGEONS & DRAGONS Rules Cyclopedia

Once each day, the wearer of this ring can see all things plainly, as if the priest spell *truesight* were cast. All classes may wear this ring. The effect lasts for three turns.

Serten's Spell Immunity

XP Value: 2,000

GP Value: 10,000

POLYHEDRON Newszine 50

Once per day, this ring can generate one *Serten's spell immunity* spell, duration 18 turns. The wearer can use the effect personally, or share it with other characters as explained in the spell description.

of Servitude

XP Value: —

GP Value: 10,000

Saga of the Shadow King

These cursed rings are used by the Wraith Lord, and lose their power on his death. Their powers are the following:

- The Wraith Lord can communicate telepathically with his NPC servants.
- A PC of 5th level or less who dons the ring is charmed and will obey verbal instructions from the Wraith Lord. Higher level characters are not affected.
- Undead controlled by the Wraith Lord will not attack a person who wears the ring, unless attacked by the character.
- Once donned, the ring can only be removed from a living character by a *remove curse* spell, even if the character is not controlled by the ring.

Shape Changing

XP Value: 2,500

GP Value: 15,000

POLYHEDRON Magazine 117

This ring commonly possesses 3 to 30 charges when found. Each of the charges expended allows the wearer to *shape change* as per the 9th-level wizard spell *shape change*. The wearer of this ring may change back to original form at will, without expending a ring charge. However, there is a 2% chance per shape assumed that the wearer permanently assumes the form of the shape change. In this event, the character assumes all mental and personality related characteristics of the new form 2d8 days after taking the form. A character stuck in an unfamiliar form can only regain his or her former shape by having *dispel magic*, *alter reality*, *limited wish*, or *wish* cast.

of Shapechanging

XP Value: 1,500

GP Value: 7,500

Tales of the Lance

This ring allows the wearer to change into the form of a specific creature. Each device produces one natural animal form. These shapechanging powers may also be infused into belts, robes, gauntlets, or circlets. Tasslehoff found one such ring: an ivory band shaped like a mouse head. It had two red stones for eyes. When worn, Tas could change into a small white mouse.

Wearers of the ring may transform into a specific animal either with a command word, or by simply willing it. Each device is limited to one form. All clothing and gear are abandoned when the person transforms except for the ring itself, which fuses with the new body. If the user remains in animal form more rounds than his Wisdom score, he may begin to forget that he is not an animal. He must make a Wisdom check

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each round. After three failed checks, the user forgets there ever was another form. As long as a user remembers the original form (or is reminded by a comrade), it can be regained by merely willing it to return.

Sherry's Ring of Animal Friendship

XP Value: 1,500

GP Value: 7,500

1992 Fantasy Collector Card 270

Sherry Feldstone is a druid, so this ring allows her to influence 24 Hit Dice worth of animals. Like other similar rings, all creatures of neutral alignment and animal Intelligence make a saving throw vs. spell when they come within 10 feet of it. If the roll is successful, they run away, if it fails, they become docile and follow Sherry around, even attempting to protect her if they perceive that she's in danger. Unlike other rings of animal friendship, this one conveys the ability to speak with animals when the animals fail the saving throw.

Shield

XP Value: 400

GP Value: 2,000

DRAGON QUEST Game

This magical ring is crafted of fine silver and bears the crest of an ancient and forgotten order of knights. The Armor Class of any hero who wears the ring will improve (lower) by 1. In other words, a hero in leather armor (Armor Class 7) and wearing a shield ring has an Armor Class of 6. Any type of hero, even a wizard, may wear this ring.

of Shocking Grasp

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER Guide

This seems to be an ordinary ring that radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand upon which the ring is worn, then a successful attack roll delivers 1d8+6 points of damage to the target.

After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for one turn. When actually functioning, this ring causes a circular, charged extrusion to appear on the palm of the wearer's hand.



of Shooting Stars

XP Value: 3,000

GP Value: 15,000

DUNGEON MASTER Guide

This ring has two modes of operation—at night and underground—both of which work only in relative darkness. During night hours, under the open sky, the shooting stars ring will perform the following functions:

- *Dancing lights* (once an hour).
- *Light*, like the spell of the same name (twice a night), 120-foot range.
- *Ball lightning*, as the spell of the same name (once a night).
- *Shooting stars* (special).

The *ball lightning* function releases 1d4 balls of lightning, at the wearer's option. These glowing globes resemble *dancing lights*, and the ring wearer controls them as he or she would control *dancing lights*. These spheres have a 120-foot range and a four round duration. They can be moved at 120 feet each round. Each sphere is about 3 feet in diameter, and any creature it touches or approaches within 5 feet dissipates its charge. (A successful save vs. spell halves damage—the contact was across an air gap.) The charge values are:

- 4 lightning balls 2d4 points damage each
- 3 lightning balls 2d6 points damage each

- 2 lightning balls 5d4 points damage each
- 1 lightning ball 4d12 points damage

Release can be one at a time or all at once, during the course of one round or as needed throughout the night.

The *shooting stars* are glowing missiles with fiery trails, much like a meteor swarm. Three *shooting stars* can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and burst (as a fireball) in a 10-foot-diameter sphere for 24 points of damage.

Any creature struck takes full damage from impact plus full damage from the *shooting star* burst. Creatures within the burst radius must roll a saving throw vs. spell to take only one-half damage (12 points of damage, otherwise they, too, receive the full 24 points of damage). Range is 70 feet, at the end of which the burst will occur, unless an object or creature is struck before that. The *shooting stars* follow a straight line path. A creature in the path must roll a saving throw vs. spell or be hit by the missile. Saving throws suffer a -3 penalty within 20 feet of the ring wearer, -1 from 21 to 40 feet, normal beyond 40 feet.

Indoors at night, or underground, the *ring of shooting stars* has the following properties:

- *Faerie fire* (twice a day)—as the spell
- *Spark shower* (once a day)

The spark shower is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20 feet to a breadth of 10 feet. Creatures within this area take 2d8 points of damage each if no metal armor is worn and no metal weapons are held. Characters wearing metal armor or carrying a metal weapon receive 4d4 points of damage. Range, duration, and area of effect of functions are the minimums for the comparable spell unless otherwise stated. Casting time is 5.

In a SPELLJAMMER® Campaign: This ring always functions normally in space.

Silence

XP Value: 800

GP Value: 3,800

POLYHEDRON Magazine 28

This ring can function in two ways, each usable for up to one hour of consecutive time each day.

- The user is made silent in all movements as if he had on *boots of elvinkind*. When he or she speaks, sound can only be heard if listeners are within 10 feet of the user.

- The user can create a sphere of noise protection so that no sound, including magical sounds and spells that must be heard to function, can reach his or her ears. Thus, the user is immune to *drums of panic*, *suggestion* or a bard's *charm*.

Silence II

XP Value: 600

GP Value: 3,000

DUNGEON Magazine 32

At the wearer's mental command, this ring acts as a *silence 15'* radius, with the *silence* centered upon the wearer for 1d4 rounds per charge. (See the spell description in the *PHB*.) The *silence* field is immediately dispelled once the ring is removed or at the user's mental command.

Spellbattle

XP Value: 2,500

GP Value: 4,000

Volo's Guide to the North

This ring gives the wearer the ability to dispel certain magical spells. The wearer is instantly made aware of any release, casting, or exercise of any magical or psionic power that occurs within a 120-foot spherical radius of the ring. The general effects of all such power releases (for example, fiery attacking spell, shape transforming spell, illusionary magic, and the like) are identified to the ring-wearer.

The wearer of the ring can choose to dispel a spell cast within range or to change its target. When the ring is told to change targets, the new target being gets the chance to save vs. spell at -2 to avoid the ring's effects. Failure means that she or he takes full spell effects. (Note that this does not change control of the spell to the ring-wearer; if the spell is magic that allows the caster to influence others, the caster is still in control—they're just affecting the wrong being.) Success means that the ring dispels the magic instead. This is also what occurs if a charm or a similar spell is hurled back at its caster. A caster can't be made to turn himself or herself to stone or addle his or her own thoughts, but the spell cast is instead wasted. Combat spells such as *fireball* and *lightning bolt* can be turned back at the caster for full damage.

The ring can affect only cast spells, including "hung" spells that have been activated by a spell trigger or other action. The ring has no effect on magical item discharges or psionics. Otherwise, the ring always successfully *dispels magic* when commanded to do so. A maximum of one spell

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per round can be affected. The ring gives its wearer no protection against additional spells, except to identify all incoming spells. Thus, the wearer can choose the most harmful to deal with.

of Spell Eating

XP Value: 2,100

GP Value: 20,000

DUNGEONS & DRAGONS Rules Cyclopedia

Although this ring appears and functions as a *ring of spell turning*, it has an extra, detrimental effect if the user is a spellcaster. After the spellcaster has cast a spell while the ring is worn, the ring "eats" all the remaining spells memorized by the spellcaster. The ring cannot be removed after it has eaten the wearer's spells (though spells can be restudied and safely cast) until a *remove curse* is applied by a 25th or higher level spellcaster. This remedy only permits the removal of the ring and does not affect its powers. *Dispel evil* cast by a 36th level caster will turn the ring into a normal *ring of spell turning*.

Spell Holding

XP Value: 2,000

GP Value: 10,000

POLYHEDRON Magazine 82

This ring, usable only by those able to cast spells, has the ability to indefinitely increase the duration of any spell cast upon the wearer by him or herself, until the effect is ended by removal of the ring or the casting of *dispel magic*. In order to take advantage of its powers, the ring must be removed; then the desired spell is cast upon the wearer, and the wearer must replace the ring before the spell's duration is exhausted. The removal of the ring afterward ends the spell immediately. Only one spell at a time may be continued in this manner since the ring must be taken off before the new spell to be continued is cast.

Note that this ring cannot continue an *invisibility* spell during an attack. It does not work on spells with a duration of "permanent" for instance, a *cure disease* spell cannot be continued to give the ring wearer eternal *immunity*. It only works on spells that can be cast by the wearer upon his or her person.

of Spell Storing

XP Value: 2,000

GP Value: 17,500

DUNGEON MASTER Guide

A *ring of spell storing* contains 1d4+1 spells which the wearer can employ as if the wearer was of the level required to use the stored spells. The

class of spells contained within the ring is determined in the same fashion as the spells on scrolls (see **Scroll**). The level of each spell is determined by rolling 1d6 (for priests) or 1d8 (for wizards). The number rolled is the level of the spell, as follows:

Priest: 1d6, if 6 is rolled, roll 1d4 instead.

Wizard: 1d8, if 8 is rolled, roll 1d6 instead.

Which spell type of any given level is contained by the ring is also randomly determined.

The ring empathically imparts to the wearer the names of its spells. Once spell, class, level, and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (for example, a 12th-level wizard is needed to restore a 6th-level spell to the ring). Stored spells have a casting time of five.

of Spell Turning

XP Value: 2,000

GP Value: 10,000

DUNGEON MASTER Guide

This ring distorts the three normal dimensions, causing many spells cast at the wearer to rebound upon the spellcaster. Sometimes, a spell's entire effect is turned against the caster; sometimes, a portion of the effect rebounds.

Some spells are immune from the effects of a *ring of spell turning*:

- Spells that affect an area, and which are not cast directly at the ring wearer, are not turned by the ring.
- Spells that are delivered by touch are not turned.
- Magic contained in devices (rods, staves, wands, rings, and other items) that are triggered without spellcasting are not turned. A scroll spell is not considered a device.

When a spell is cast at an individual wearing a *ring of spell turning*, 1d10 is rolled and the result is multiplied by 10. This result is what percentage of the spell has been turned back upon the caster.

Once the spell is turned, the effects must be determined. If the spell normally allows a saving throw, the intended target (the one wearing the ring) gains an automatic plus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on this die subtracted from 10. For example, a *charm person* spell is cast at a character wearing a ring of spell turning. A 7 is rolled on the die, turning back

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70% of the effect. The ring-wearer gains a +7 to the saving throw; the caster has a +3.

A saving throw is also allowed for spells that normally do not have one if 20% to 80% of the effect is turned. The saving throw adjustment is calculated as given above. No further adjustments are made for race, magical items, or any other condition including existing spells. To save, the character must have a modified die roll of 20 or greater. If the saving throw is made, the effect of the spell is negated.

For example, an illusionist casts a *maze* spell at a fighter wearing a *ring of spell turning*. The spell normally allows no saving throw, but the ring turns 70% of the effect. The fighter is allowed a saving throw with a +7 modifier. The illusionist must also save, gaining only a +3. The fighter's die roll is 15, which saves ($15+7=22$); the illusionist's die roll is a 16 which, while close, fails ($16+3=19$). The illusionist becomes trapped in his own *maze* spell.

Once a spell is turned, the effects are divided proportionately between the two targets. If the spell causes damage, determine the damage normally and then assess the amount to each according to the percentage determined, rounding fractions to the nearest whole number. If a spell caused 23 points of damage, and 30% of it was turned, the intended victim would suffer 16 points of damage, while the caster would suffer 7. Durations are affected in a similar manner. In the above case, the spell duration would be 30% of its normal length for one character and 70% for the other. The effect of permanent spells for both characters remains unchanged.

Some spells affect a certain number of levels. When one of these is aimed at the ring wearer, the spell must be able to affect as many levels as the wearer and the spellcaster combined. If this condition is fulfilled, then the procedure above applies. A ring wearer who wants to receive a spell must remove the *ring of spell turning* to be able to do so.

If the spellcaster and spell recipient both wear spell turning rings, a resonating field is set up, and one of the following results will take place.

Roll	Effect
01-70	Spell drains away without effect.
71-80	Spell affects both at full effect.
81-97	Both rings permanently lose their magic.
98-00	Both individuals go through a rift into the Positive Material Plane

of Spell "Turning"

XP Value: —

GP Value: 2,000

POLYHEDRON Magazine 156

This platinum ring, figured with a "T" rune, radiates a faint *dweomer* (extremely faint) but displays no other capabilities under ordinary circumstances. When a spell is cast at its wearer by a hostile spellcaster, however, the ring reveals its true power. In a clear voice, it says "Turning. Tee. You. Arr. En. Eye. En. Gee. Turning." This ring was originally planned as one of a matched pair, but the wizard was not sure how many Rs there were in "storing."



of Stone

XP Value: 1,600

GP Value: 7,000

The Hidden Shrine of Tamoachan

This golden ring is the size of a bracelet and was either a ring, earring, or other piece of stone giant jewelry. The ring contains rock magic and appears to have a value of 1,250 gp. When this ring is worn, it gives the wearer the power of the ring in a magical touch and also makes the new owner immune to that touch. The first three times this ring is used it turns *flesh to stone* as the spell. If this power is used against stone creatures (including clay golems, stone giants, earth elementals, and creatures with a *statue* spell cast on them) the

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beings save at +2 and, if successful, the ring turns the wearer to stone, no saving throw allowed.

Each time this power is used the ring will decrease 200 gp in value. After the three initial charges are used, the ring becomes a *ring of stone shape* (15 cubic feet). Each time this mode is used, the ring devalues by 50 gp. When the value of the ring is reduced to 0, the ring turns to lead.

of Strength

XP Value	GP Value
Str 18/00: 1,500	7,500
Str 19: 2,000	10,000
Str 20: 2,500	15,000
Cursed: —	3,000

Old Empires

This ring, made from the finger bone of a stone giant, gives its wearer exceptional strength. Those who wear a *ring of strength* gain the following Strength (depending on which ring they have):

Roll	Strength
01-35	18/00
36-65	19
66-80	20
81-00	Cursed

A *ring of strength* may be worn by all classes. A cursed ring has the equivalent Strength of 21, but if the wearer is in melee, enemies are seen as friends, and friends are attacked as enemies. A *ring of strength* is not cumulative with other Strength enhancing magical items.

of Survival

XP Value: 6,000	GP Value: 30,000
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DUNGEONS & DRAGONS Rules Cyclopedia

The wearer can survive without air, food, or drink while the ring is worn by using the charges contained within it. The ring contains 1d100+100 (101-200) charges when found. By spending one charge, the user needs no food or drink for 24 hours. Survival without air requires one charge each hour. The ring turns black when five or fewer charges remain.

of Sustenance

XP Value: 500	GP Value: 3,500
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DUNGEON MASTER Guide

This magical ring provides its wearer with life sustaining nourishment even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to enable it to reattune itself. After functioning for any period of seven consecutive days, a *ring of sustenance* will cease to function for a week while it replenishes itself.

of Sustenance II

XP Value: 500	GP Value: 3,500
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Land of Fate

Also called the *ring of the camel*, it functions as noted above with the added note that the individual still suffers the detrimental effect of wearing armor in the heat as regards negative modifiers to combat and proficiency checks, but otherwise does not need water or food for a number of days equal to his Constitution. At the end of that time, the individual suffers all normal effects.

of Swimming

XP Value: 1,000	GP Value: 5,000
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DUNGEON MASTER Guide

A *ring of swimming* bestows upon the wearer the ability to swim at a full 21 base speed. (This assumes, of course, that the wearer is clad in garments appropriate for such activity.) The ring further enables the wearer to dive up to 50 feet into water without injury, providing the depth of the water is at least 1½ feet per 10 feet of diving elevation. The wearer can stay underwater for up to four rounds without needing a breath of air. Surface swimming can continue for four hours before a one hour (floating) rest is needed. It confers the ability to stay afloat under all but typhoon conditions.

Tasslehoff's Magic Mouse

XP Value: 200	GP Value: 1,000
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DRAGONLANCE Adventures

This ring is made of white ivory with two red jewels that resemble the eyes of a mouse. Magical rings of this type are generally designed by

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apprentice wizards learning how to create magical objects. Thus their use is relatively common (at least among wizards) and of little practical value.

Undoubtedly designed by some apprentice in order to escape observation (and possibly eavesdrop on conversations), the magic is activated by placing the ring on the finger. The wearer instantly becomes a white mouse. In order to return to his proper shape, the wearer merely wills it so.

of Telekinesis

XP Value	GP Value
25 lbs: 2000	10,000
50 lbs: 2500	12,500
100 lbs: 3000	15,000
200 lbs: 3500	17,500
400 lbs: 4000	20,000

DUNGEON MASTER Guide

This ring enables the wearer to manipulate objects in the same manner as the 5th-level wizard spell, *telekinesis*. The amount of weight the wearer can move varies. Roll percentile dice to find the strength of the ring:

Roll	Effect
01-25	25 pounds maximum
26-50	50 pounds maximum
51-90	100 pounds maximum
90-99	200 pounds maximum
00	400 pounds maximum

Teleportation

XP Value: 2,000 GP Value: 15,000

POLYHEDRON Magazine 117

This enchanted ring commonly has 3d10 charges when found. The ring's gem is a deep blue spindle worth 500 gp if sold as an ordinary gem. The gem is easily separated from the ring and placed anywhere the ring's user may wish to be *transported* at a later time. By expending one charge, the wearer of the ring is *teleported without error* to a safe location within 5 feet of the spindle. The gem can be retrieved and reused as long as the ring retains at least one charge. If no safe location exists near the location of the gem (say, if it is buried under 10 feet of earth or is inside a burning building), the ring expends four charges and nothing happens. The gem must be obtained in order for the ring to work again.

Thal's Ring of Mind Shielding

XP Value: 300

GP Value: 1,500

1992 Fantasy Collector Card 135

When Thal wears this ring, he is completely immune to *ESP*, *detect lie*, *know alignment*, and *mind fog* spells. However, there is a 15% chance each time one of the previously mentioned spells is cast at Thal that he will lose the last 24 hours of memory. So far, he has not made the connection between these black outs and the ring. He is generally confused about where he is and why.

of Three Wishes

XP Value	GP Value
Full Wish: 4,000	20,000
Limited Wish: 3,000	15,000

DUNGEON MASTER Guide

This ring contains three *wish* spells instead of a variable number. It is otherwise the same as a multiple *wish ring* except that some *three wish rings* contain only limited, *wish* spells.

Roll	Wish Type
01-25	Limited <i>wish ring</i>
26-00	Full <i>wish ring</i>

Three Witches

XP Value: —

GP Value: 6,000

POLYHEDRON Magazine 35

Rather self-explanatory. It looks like any other magical ring and, if detection is performed, it radiates a dwcomer. If summoned or commanded to function or if a *wish* is made upon it, three chaotic evil witches (each a 20th-level wizard) issue forth and wreak havoc.

of Thunder

XP Value: 4,000

GP Value: 20,000

Old Empires

This charged magical item was a gift to Jurnail, a high priest of Anhur, from his friends in the priesthood of Thoth several centuries ago. It was almost certainly crafted by Awnthoth, an incarnation of Thoth. The ring is silver with a lion's face and topaz mane engraved in gold.

This ring is a powerful defensive and offensive weapon. It can emit a *bolt of lightning* that inflicts 10d6 points of damage (successful saving throw vs. spell cuts the damage in half) per round to all creatures in a 10-foot radius except the ring wearer. Each charge lasts one turn; a ring of thunder typically has 6d6+25 charges.

Tika's

XP Value: 4,000

GP Value: 20,000

Dragons of Faith

To Tika, this ring (worn on a necklace) is but a memento of her father. She has never discovered its secret. In times of stress, she slips on the ring, asking for her father's guidance. Unbeknownst to Tika, this activates the ring for the duration of the current problem. The DM may reveal its powers in other ways.

It is both a *ring of protection +2* and a *ring of protection from the elements*. In its latter function, it halves all damage from fire, cold, lightning, air, and water. It also makes the wearer immune to the effects of up to 3 Hit Dice of non-magical damage from the natural elements.

Tongues

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Magazine 117

The wearer of this magical ring can understand, read, write, and speak any language known by any creature within 30 feet of the ring, as long as that creature stays within the area of effect. Two rings of this sort within 30 feet of each other automatically cancel each other out. Additionally, it is possible for a character wearing this ring to learn a language where the learning is warranted, as by an increase in Intelligence or an increase in available nonweapon proficiency slots; half the normal time for this is required.

of Thobriand

XP Value

GP Value

Master: 2,000

10,000

Normal: 1,000

5,000

The Ruins of Undermountain

These magical rings are the creation of Thobriand, an apprentice of Halaster and creator of the metallic scaladar. The rings allow mental contact and command of any scaladar within 100 feet. The *rings of Thobriand* also protect the wearer from attack by any scaladar, regardless of its orders; the ring causes the scaladar to shut itself off for 1d12 turns immediately upon contact with the wearer. The only exceptions to this effect are scaladar under the command of *Thobriand's master ring of the Scaladar*. Thobriand's ring can override any scaladar's orders and issue new commands from a distance of 500 feet.

The *master ring* temporarily locks out all other orders as the scaladar pursues the objec-

tives given by Thobriand and cancels the shutdown effect of a minor ring. Thobriand has eliminated hated ex-apprentices as well as rival wizards by attacking them with their own scaladar forces.

of Truth

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER Guide

There is little doubt that wearing a *ring of truth* is a mixed blessing. The wearer can detect any lie, but is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he or she can speak only the literal truth instead. On the plus side, the wearer is able to discern the last lie told by another—in fact, the power of the ring causes the voice of the liar to rise to a falsetto.

If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an *undetectable lie* spell or a *philter of glibness*), no lie is detected. However, the ring wearer is unable to hear the voice of the person so influenced, whether or not he or she is trying to listen. This, of course, reveals the lie indirectly.

Truth II

XP Value: 1,500

GP Value: 5,000

POLYHEDRON Magazine 91

Most often found in the form of an unadorned band of copper or silver, this ring is a scourge to all forms of deception. The ring allows its wearer to *detect lie* automatically and also acts as a *true seeing* spell up to three times per day on mental command of the wearer.

The ring has certain side effects that may manifest themselves upon the wearer. Any character wearing the *ring of truth* cannot knowingly lie or participate in a deception without immediately suffering 1d4 points of damage and having his or her vocal cords paralyzed for 1d10 rounds, rendering the character mute for that length of time. If the wearer is a spellcaster, any illusion or phantasm spells cast while wearing the ring automatically fail.

of Truthfulness

XP Value: 500

GP Value: 2,500

DUNGEONS & DRAGONS Rules Cyclopedia

This item claims to be a *ring of truth* when worn, but actually it functions differently. When the wearer first tries to determine the truth of a state-

ment, the statement will appear to be true—but after that, the wearer is unable to lie. The wearer must provide full and completely true answers to any question asked so long as the ring is worn. He cannot remove the ring until a *remove curse* is applied by a caster of at least 26th level.

of Truthlessness

XP Value: 1,000

GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedia

This item also claims to be a *ring of truth* when worn, but it functions in a manner opposite that of a ring of truthfulness—that is, the wearer is unable to tell the truth and must lie at all times. The ring cannot be removed until a *remove curse* spell, cast by a caster of at least 26th level, is applied.

of the Valiant

XP Value: 5,000

GP Value: 35,000

POLYHEDRON Newszine 82

These plain, silver bands are engraved in Ancient Elvish with the names of the wizards who created them. Once the property of an order of holy warriors, only 12 of the rings are known to survive. Each ring has the power to assume the shape of any melee weapon in which the wearer is proficient. The wearer simply concentrates on the weapon to be created. These weapons are +2 unless they are in the hands of a paladin. In that case, the rings always form *holy avengers*. The created weapons cannot be affected by *dispel magic*. A *rod of cancellation* forces them back into ring form for one full day.

Once a *ring of the valiant* has been placed on a finger, it only can be removed by a *limited wish*, *wish*, or the wearer's death.

of Vapors

XP Value: 4,000

GP Value: 35,000

POLYHEDRON Magazine 117

The origin of this unique ring is held in much dispute, but most wizards agree that a powerful figure among the air elementals had a hand in its creation. The ring appears as a small circlet of misty vapors that continually shift and change; the ring, however, is solid. Any character wearing the ring gains the following abilities:

- *Fly* (120 yds.) at will.
- *Stinking cloud* once a day.
- *Obscurement* once a day.
- *Wind walk* three times a week.

- *Wind wall* three times a week.
- *Aerial servant* twice a week.
- *Cloudkill* once a week.
- *Summon aid* from Elemental Plane of Air once per month. If wearer's alignment is good, a djinni is summoned; if neutral, an 8-HD air elemental; if evil, a mihstu is summoned.

All effects are at 16th level. Summoned monsters remain with the summoner for 4d4 rounds, after which they depart. They do not attack the summoner unless attacked first, and act in a friendly and helpful manner during the time they are present. The wearer also receives a penalty on saving throws vs. fire, against which he or she saves at -2 and takes +1 damage per die. It is possible that the maker of this ring is still hunting for it.

Varlo's Ring of Feather Falling

XP Value: 1,500

GP Value: 7,500

1992 Fantasy Collector Card 269

Varlo's ring imitates the *feather fall* spell a bit differently than other rings of its kind. It creates a 10-foot, cubic area of effect, allowing not only Varlo, but everybody and everything within 5 feet to *feather fall* with him. The area is defined when he grasps the ring and twists it around his finger. All people and objects within the area of effect must then leave the high point together with Varlo. Varlo can also remain aloft for five rounds by constantly puffing downward while airborne—this simulates a piece of down that is carried on the wind.

of the Vizier

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Magazine 179

This ring is similar to the *message ring* in that when the command word is spoken, the face of the wizard who created the ring appears in gem, and speaks a message up to one minute long. Only the wizard's face and message may appear, and the message may not be changed. A normal message may be "The bearer of this ring is my servant, and you should follow my instructions in the matter we discussed," but it could be a direct order, a plea for rescue, or instructions to find a buried tomb. Note that the individual who appears to be the vizier's servant may be revealed to be otherwise (such as the discovery that the wizard being quoted has been dead for a decade, or shows up won-

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dering who has been acting in his name). More importantly, the wizard who created this ring may imbed in it a single spell of the 5th level or less. The spell may be used up to 10 times before it is exhausted, and it is cast at the wizard's level (usually of level $1d6+14$). The message may reveal the nature of the spell, possibly in code or riddle.

Warding

XP Value	GP Value
Normal: 1,500	7,500
Stoneskin: 2,000	10,000

POLYHEDRON Magazine 179

This ring prevents any one physical attack each round from reaching its wearer, but costs one charge (two if attacker was using a magical weapon). The ring has a maximum of 20 charges; when an attack takes the final charge, the ring's stone shatters. The ring may simply deflect the attack toward another character, in the case of very powerful opposing magic. Optionally, the ring might function like the wizard's *stoneskin* spell.

of Warmth

XP Value: 1,000	GP Value: 5,000
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DUNGEON MASTER Guide

This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing at all. It also restores damage caused by cold at the rate of one point per turn. It provides a saving throw bonus of +2 vs. cold-based attacks, and reduces damage sustained by -1 per die.

of Water Adaptation

XP Value: 2,500	GP Value: 12,500
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Quagmire!

This is a ring of elemental adaptation for water. The wearer of this ring can freely breathe, see, and move through water as if it were air.

of Water Walking

XP Value: 1,000	GP Value: 5,000
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DUNGEON MASTER Guide

This ring enables the wearer to walk on any liquid without sinking into it—this includes mud, quicksand, oil, running water, and even snow. Up to 1,200 pounds can be supported by a *ring of water walking*. The ring wearer's feet do not actually contact the surface being walking upon (but oval depressions about $1\frac{1}{2}$ inches deep per 100 pounds of weight of the walker will be observed in hardening mud or set snow). The wearer moves at a normal movement rate.

of Water Walking II

XP Value: 6,000	GP Value: 30,000
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The Minrothad Guilds

A *ring of water walking* can be crafted from a pearl fragment. Not only can the ring's wearer walk on water, but so can anyone in physical contact with wearer.

of Weakness

XP Value	GP Value
Berserk Strength: —	1,500
Weakness: —	1,000

DUNGEON MASTER Guide

This cursed ring causes the wearer to lose 1 point of Strength and 1 point of Constitution per turn until the individual reaches 3 in each ability. This loss is not noticeable until the individual becomes aware of the weakened state through some exertion (such as combat or heavy lifting). The ring can also make the wearer invisible at will (at the

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cost of double the standard rate of Strength and Constitution loss). When the affected abilities reach 3, the wearer will be unable to function.

Points lost from the ring are restored by rest on a one-for-one basis, with 1 point of each ability lost being restored in one day of rest. The *ring of weakness* can be removed only if a *remove curse* spell, followed by *dispel magic*, is cast upon the ring.

There is a 5% chance that this procedure will reverse the ring's effect, changing it to a *ring of berserk strength*. This increases Strength and Constitution at a rate of 1 point per ability each turn, to a maximum of 18 each (roll percentile dice for bonus Strength if the wearer is a warrior). However, once 18 is reached in both abilities, the wearer will immediately melee with any opponent met, regardless of circumstances. Berserk strength is lost when the ring is removed (by casting *remove curse*), as are Constitution points gained.

White Copper Ring of Fire

XP Value: 1,000 GP Value: 5,000

Secrets of the Lamp

This unique item was forged by the djinn to help them against the efreet. When worn by a wizard or other spellcaster, any fire spell cast produces a white-hot flame rather than a red or orange fire. These flames draw on the energies of the Positive Plane as well as the Plane of Fire and cause an additional +1 point of damage per die to evil creatures or those drawing energy from the Negative Plane. Creatures normally immune to fire attacks suffer normal damage when the caster wears the *white copper ring*.

of Windwarding

XP Value: 1,000 GP Value: 5,000

Old Empires

When this ring is worn, an area of protection, 10 feet in radius, is created around the bearer. The wearer is protected from all winds. All within its area of effect are shielded from wind storms, *gust of wind* spells, and attacks by air elementals. If the wearer is caught in the middle of a sandstorm or a blizzard, this ring prevents the wearer from being affected.

of Winter

XP Value: 40,000 GP Value: 200,000

1992 Fantasy Collector Card 407

Mystery shrouds the true powers of this fabled artifact. The *ring of winter* is rumored to have the magical might to grant its wearer *immortality*, change its appearance at a mere thought, and even bring a new Ice Age down upon the Western Realms. Cyric (now god of death), Kelemvor Lyonsbane, Princess Alusair, and Artus Cimber have hunted for the ring in recent years.

of Wizardry

XP Value	GP Value
Doubles 1st: 4,000	50,000
Doubles 1st & 2nd: 4,400	54,000
Doubles 1st thru 3rd: 4,600	56,000
Doubles 2nd: 4,200	52,000
Doubles 3rd: 4,800	58,000
Doubles 4th: 5,000	60,000
Doubles 4th & 5th: 5,400	64,000
Doubles 5th: 5,200	62,000

DUNGEON MASTER Guide

This ring doubles the number of spells a wizard may prepare each day in one or more spell levels. Only wizards can benefit from a *ring of wizardry*. Other classes, even those with spell ability, can neither use nor understand the working of such a ring. To determine the properties of a given ring, use the table below:

Roll	Ring's Effect
01-50	doubles 1st-level spells
51-75	doubles 2nd-level spells
76-82	doubles 3rd-level spells
83-88	doubles 1st- and 2nd-level spells
89-92	doubles 4th-level spells
93-95	doubles 5th-level spells
96-99	doubles 1st- through 3rd-level spells
00	doubles 4th- and 5th-level spells

Wizzo's Ring of Compulsions*

XP Value: — GP Value: 1,000

POLYHEDRON Magazine 82

This type of ring may compel the wearer to perform certain unexplained actions. It can be removed easily at any time—but the wearer will not want to remove the ring for any reason. Anyone wearing one of these rings becomes extremely possessive of it and will not voluntarily allow anyone else to touch it. Anyone who wants to see the ring is suspected of wanting to steal it,

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and the wearer either attacks that character or attempts to flee, depending on the circumstances. (Assign a 50% chance for either outcome if a random determination is desired.) A *remove curse* spell halts the compulsion long enough for the wearer to allow it to be removed.

There is a 5% chance per waking hour that the ring compels its wearer to do something. Listed below are the compulsions the ring can cause (roll 1d10).

Roll	Result
1	Sleep for 1d6 turns.
2	Act intoxicated for 1d6 turns.
3	Act in an amorous fashion toward the nearest character of the opposite sex, or the next one encountered, for 1d4 turns.
4	Fight for 1d6 rounds against the nearest character.
5	Wander about, looking at the scenery for 1d6 rounds.
6	Take a bath.
7	Cook and eat a good meal.
8	Talk for 1d6 rounds.
9	Change clothes.
10	Find and insult the nearest monster over 3 HD (the search, and the compulsion, last for no more than 10 minutes).

While under compulsion, the ring wearer does nothing except try to fulfill the compulsion. If interrupted, the wearer becomes very hostile. These rings function primarily as other commonly found rings, *free action*, *protection*, *water walking*, and the like. That is, the compulsions provide an unusual variation for otherwise common magical rings. Gold piece values are the same as those for the common rings, but the ring, being somewhat *cursed*, awards no experience points.

of X-Ray Vision

XP Value: 4,000

GP Value: 35,000

DUNGEON MASTER Guide

This ring gives its possessor the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material, and up to 10 feet of stone or some metals (some metals can't be penetrated at all):

Substance	Material Thickness	
	Penetrated per Round	Maximum Thickness
Animal matter	4'	20'
Vegetable matter	2½'	20'
Stone	1'	10'
Iron, Steel, etc.	1"	10"
Lead, Gold, Platinum	—	—

It is possible to scan up to 100 square feet of area during one round. Thus, during one turn, the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high. Alternatively, he could scan an area 100 feet wide and 1 foot high.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by X-ray vision scanning. Even though this ring enables its wearer to scan secret doors, traps, hidden items, and the like, it also limits the use of the power, for it drains 1 point of Constitution if used more frequently than once every six turns. If it is used three turns in one hour, 2 points are lost from the total Constitution score, 3 if used four turns, and so on.

The loss of Constitution is recovered at the rate of 2 points per day of rest. If Constitution

reaches 2, the wearer is exhausted and must rest immediately. No activity, not even walking, can be performed until Constitution returns to 3 or better.

Robe

Robes are loose fitting outer garments usually long enough to reach to the ankles. Robes often have long, wide sleeves, attached hoods, and many are worn with a belt. Buttons, ties, or pins can keep the robe firmly wrapped around the wearer even in high winds. Many robes are large enough to allow the user to wear armor underneath.

Roll	Robe Type
01-05	Caftan
06-11	Cape
12-16	Chador
17-21	Cloak
22-26	Coat
27-32	Common Aba
33-37	Common Robe
38-42	Dolman
43-47	Embroidered Robe
48-53	Happi
54-58	Ho
59-63	Kaftan
64-68	Kimono
69-74	Kosode
75-79	Jellaba
80-84	Mino (straw raincape)
85-89	Poncho
90-95	Robe
96-00	Sumptuous Aba

Aba of the Desert

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Magazine 179

This magical garment of the desert tribes provides the wearer with the effects of a *cool strength* spell, allowing comfortable movement in the desert. However, no armor other than leather may be worn with this abas. Among desert peoples, if a tribe possesses an *abas of the desert*, it is used by the aged or infirm to ease their discomfort in the desert heat.

Aba of Displacement

XP Value: 3,000 **GP Value:** 15,000

POLYHEDRON Magazine 179

These items are much the same as the magical cloaks of the same name (see *Cloak*). Like the *abas of the desert*, an *abas of displacement* cannot be worn with armor heavier than leather.

Aba of Protection

XP Value: 1,000/plus **GP Value:** 5,000/plus

POLYHEDRON Magazine 179

These items are much the same as the cloaks of the same name. Like the *abas of the desert*, they cannot be worn with armor heavier than leather.

Agitator

See *Robe of Blending*

of the Archmagi

XP Value	GP Value
Evil: 6,000	65,000
Good: 6,000	65,000
Neutral: 6,000	65,000

DUNGEON MASTER Guide

This garment looks quite normal. It can be white (45%—good alignment), gray (30%—neutral, but neither good nor evil in alignment), or black (25%—evil alignment). Its wearer gains the following powers:

- It serves as armor equal to AC 5.
- The robe confers a 5% magic resistance.
- It adds a +1 bonus to saving throw scores.
- The robe reduces the victim's magic resistance and saving throws by 20%—4 when the wearer casts any of the following spells: *charm monster*, *charm person*, *friends*, *hold monster*, *hold person*, *polymorph other*, and *suggestion*.

The color of a *robe of the archmagi* is not determined until it is donned by a wizard. If a white robe is donned by an evil wizard, he or she suffers 11d4+7 points of damage and loses 18,000–51,000 experience points at the DM's discretion. The reverse is true with respect to a black robe donned by a good aligned wizard. An evil or good wizard putting on a gray robe, or a neutral wizard donning either a white or black robe, incurs 6d4 points damage, a 6,000–24,000 XP loss, and is moved toward the alignment of the robe (feels an urgent need to change alignment to that of the robe; trying to maintain the old one takes considerable effort).

of Blending (Agitater)

XP Value: — **GP Value:** 4,000

POLYHEDRON Magazine 35

This robe radiates a dweomer if that is detected for, but it is otherwise indistinguishable from any of the other magical robe (optionally, a fragment of a label with "Ost . . . " or ". . . isinart" might be found on careful examination). When the robe is worn, its true nature becomes apparent to the wearer as a type of mobile blade barrier with three buttons near the clasp—blue (mix), yellow (puree), and red (blend). Unfortunately, what is not apparent to the wearer is that the blades form on the inside of the robe, turning the individual (briefly) into a real mixmaster.

of Blending II (3-speed)

XP Value: — **GP Value:** 4,000

POLYHEDRON Magazine 156

To all appearances, this is a perfectly ordinary robe. If the clasp is examined closely, however, a sliding switch with four settings (including "off") is revealed. "Chop" does 2d10 points of damage to the wearer, "mix" does 4d12, and "liquefy" makes you sick just thinking about it.

of Blending III

XP Value: 3,500 **GP Value:** 35,000

DUNGEON MASTER Guide

This seemingly ordinary robe cannot be detected by magical means. When it is put on, however, the wearer knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of a rock wall or a plant—whatever is appropriate. It can even make the wearer appear to be a creature of his or her choice.

The robe does have its limits—it does not make its wearer appear to be more than twice normal height or less than one-half normal. It does not impart vocal capabilities, neither understanding nor imitating the creature the wearer looks like. (In situations where several different forms are appropriate, the wearer is obliged to state the desired form in which the robe is to camouflage him or her.)

Creatures with exceptional (15+) or better Intelligence have a 1% per Intelligence point chance of detecting something amiss when they are within 30 feet of someone disguised with a

robe of blending. Creatures with low Intelligence or less and 10 or more levels of experience or Hit Dice have a 10% chance per level or Hit Die of likewise noting something unusual about a robed character. (The latter is cumulative with the former chance for detection, so an 18-Intelligence wizard of 12th level has a 30% chance—18% + 12%—of noting something awry.) After an initial check for each eligible creature, successive checks should be made every turn after that, if the same creatures are within the 30-foot range. All creatures acquainted with and friendly to the wearer see him or her normally.

Caftan of Protection

XP Value: 1,000/plus **GP Value:** 5,000/plus

POLYHEDRON Magazine 179

These items are much the same as the cloaks of the same name (see *Cloak*). Like the *aba of the desert*, they cannot be worn with armor heavier than leather.

Diirinka's

XP Value: 9,000 **GP Value:** 45,000

Monster Mythology

The avatar's magical robe allows him to draw up to five magical strands per day and use them for touch attacks when handheld. All saves are made with a -4 penalty.

Strand	Effect
White	Slay living
Gray	Disintegrate
Black	Destruction

of Drying

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Magazine 30

The *robe of drying* removes all the moisture from the skin of a human-sized user. This robe was created by Orlow to dry himself quickly on cold winter mornings. It operates similarly to the *rag of drying*, but works once a day on less than a quart of water.

of Eyes

XP Value: 4,500 **GP Value:** 50,000

DUNGEON MASTER Guide

This valuable garment appears to be a normal robe until it is put on. Its wearer is able to "see" in all directions at the same time due to scores of magical "eyes" that adorn the robe. The wearer



also gains *infravision* to 120 feet range, and the power to see displaced or out of phase objects and creatures in their actual positions. The *robe of eyes* sees all forms of invisible things within a 240-foot normal vision range (or 120 feet if *infravision* is being used).

Invisibility, *dust of disappearance*, *robes of blending*, and *improved invisibility* are not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also can't be seen, but creatures camouflaged or hidden in shadows are easily detected, so ambush or surprise of a character wearing a *robe of eyes* is impossible.

Finally, the robe enables its wearer to track as a 12th-level ranger. A *light* spell thrown directly on a *robe of eyes* blinds it for 1d3 rounds; *continual light* for 2d4 rounds.

Ghastrobe

XP Value: 4,000 GP Value: 24,000

Iuz the Evil

Usable by priests or wizards, the *ghastrobe* has the traditional black or bloodstained-white design of robes worn by priests of Iuz. It confers a base AC 4 protection on its wearer as if a ghost.

Undead are automatically nonhostile to characters wearing *ghastrobes*, who treat them as if under the effects of a *wraithform* spell. Priests and clerics attempting to command undead are treated as two levels higher than normal for the purposes of such commands when they wear this magical item.

In addition, the wearer of a *ghastrobe* radiates a stench identical to that of ghosts, and can create *paralysis* by touch three times a day with a duration of 1d10 turns. A normal saving throw vs. paralyzation applies.

of Holding

XP Value: 1,000 GP Value: 5,000

POLYHEDRON Newszine 61

This magical robe looks like any other normal robe, but with many pockets (1d20+10). Each pocket has a permanent *deeppockets* spell.

H'Veyk's Robe of Immediate Access

XP Value: 3,000 GP Value: 15,000

Egg of the Phoenix

This robe allows the wearer to access objects previously stored in a corresponding H'Veyk's *cavernous cabinet*, including spell components, weapons, and spell books. The robe's four pockets each correspond to a shelf in the cabinet. The wearer must consciously think about what is being sought, otherwise the effect is that of reaching into a *bag of devouring*. Use is not restricted to wizards.

Jellaba of Concealment

XP Value: 1,000 GP Value: 5,000

POLYHEDRON Magazine 179

This overgarment is similar in function to the *cloak of elvenkind*. It may be worn over any type of armor. Of the cloaks, 80% are from human-, elf-, or half-elf sized individuals; 15% are for smaller (dwarf, gnome, halfling, goblin, or kobold) individuals; and 5% for larger (ogre, gnoll, or hill giant) individuals.

Jellaba of Eyes

XP Value: 4,500 GP Value: 40,000

POLYHEDRON Magazine 179

This jellaba is exactly like the *robe of eyes*.



Jellaba of Scintillating Colors

XP Value: 2,750

GP Value: 25,000

A Dozen and One Adventures

This item operates like the robe of the same name.

**Kaftan of Ogrishness**

XP Value: —

GP Value: 3,000

Mordenkainen's Fantastic Adventure

When worn, a peculiarity is soon noticed by the wearer. After a character wears the garment for one full day, he or she starts having cravings for progressively rawer meat, and is heard to mumble occasionally while leering at others. From time to time, the wearer is seen to be drooling. The wearer still remembers his or her duties and companions, although speaking with friends less and less frequently.

The kaftan is easily removed. If the wearer of this item removes it before the end of three days, the effects are reversed and the character returns to normal within 1d6 hours. Otherwise, the character is subjected to the full effect of the kaftan's curse.

The Curse of the Kaftan: On the second day of wearing the garment, highly noticeable physical and mental effects become apparent. The character's bulk increases by 20 to 50 pounds,

height increases to 6 feet or 1d12 inches (if the character was originally under that height); the eyes appear squinty and filmy, the tongue is purplish-brown, the nose is longer and rubbery, the skull more bulbous, the talk slower and more guttural, and the walk is reduced to a stiffer, more lumbering gait. Strength increases to 18/00, but Intelligence and Wisdom decline by 6 points each, or to a score of 7, whichever is lower. Dexterity drops to 6-1d3, Constitution remains unchanged, and Charisma changes to a range from -3 to 2 (1d6 roll).

During this time, the wearer barely remembers events of only one or two days previous. His or her mistrust of other greatly expands—there is a 50% chance that the victim wanders off, not trusting associates any more. Once departed, the victim either avoids or attacks former companions (50% chance of each) if they approach. On the third day, wearing the kaftan, the victim irrevocably becomes a full-fledged ogre. All previous knowledge and lifetime experiences are wiped clean. The victim thinks, acts, eats, does all things, as an ogre. Alignment, of course, changes to chaotic evil. Nothing less than a *wish* or divine intervention can restore the character to his or her former self.

Marion's Robe of Blending

XP Value: —

GP Value: 30,000

1992 Fantasy Collector Card 149

Marion Robinsdottir's robe was a normal *robe of blending* until she entered Darkon. Ravenloft cursed it and changed its function. Now, she cannot remove it for more than one turn without experiencing extreme pain, as if she were freezing to death. Secondly, it functions normally only during daylight hours—during hours of darkness, it becomes a *robe of contrast*, changing color and texture to set it apart from its surroundings. Finally, due to its magically contrasting nature, this strange robe temporarily becomes a good-aligned item when touched by evil creatures, inflicting 1d10 points of damage per touch.

Mellifleur's Robe of Stars

XP Value: 6250

GP Value: 60,000

Monster Mythology

The avatar wears a *robe of stars* that can act as a *robe of scintillating colors* when he so wills.

of Powerlessness

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

A robe of powerlessness appears to be a robe of another sort, and detection can discover nothing more than the fact that it has a magical aura. As soon as a character dons this garment, he or she drops to 3 Strength and 3 Intelligence, forgetting all spells and magical knowledge. The robe can be removed easily; to restore mind and body, a *remove curse* and then a *heal* spell must be cast.



of Protection

XP Value	GP Value
AC 0: 6,000	60,000
AC 1: 5,000	50,000
AC 2: 4,000	40,000
AC 3: 3,500	35,000
AC 4: 3,000	30,000
AC 5: 2,500	25,000
AC 6: 2,000	20,000

Old Empires

These robes were typically worn only by the priests of Horus-Re, but they are now worn by priests of many different religions. They are said to be sewn by the priestesses of Nephthys.

The robes, soft to wear but solid against the blows of the enemy, are emblazoned with the

symbol of the appropriate deity. They provide protection for Mulhorand priests in battle and in places where it is not acceptable to wear armor. Roll on the following table to determine the Armor Class protection of a particular robe:

Roll	Armor Class
01-05	6
06-15	5
16-35	4
36-50	3
51-70	2
71-85	1
86-00	0

Only members of the priest class may wear these robes. They are almost never seen outside of Mulhorand.

of Repetition

XP Value: 6,000 **GP Value:** 30,000

Tome of Magic

This seems to be an ordinary robe, but it radiates strong alteration magic if *detect magic* is used. The wearer of this robe acquires a unique and powerful augmentation to magic. After casting a spell, there is a percentage chance that a mnemonic/harmonic effect occurs so that the magical energies liberated in spellcasting are amplified and retained briefly. The wizard is then able to cast the same spell a second time. This must be done on the succeeding round or the bonus spell is lost.

Once the spell has been cast a second time, the energy is completely liberated. There is no possibility of a third casting. In all cases, the spell is lost from the wizard's memory until memorized again.

The chance of a spell being available for a second casting varies according to spell level:

Spell Level	Chance
1st Level	50%
2nd Level	40%
3rd Level	30%
4th Level	20%
5th Level	10%

Energy from spells of 6th level and above are not retained within the robe's magical weave. Furthermore, a maximum of 24 spell levels per day can be reused with the benefit of this robe. If

the wizard opts not to use a spell that is available for a second use, this counts toward the maximum limit.

Spellcasting while disrobed does not count toward the spell limit, so a wizard may remove it. For example, if a wizard casts 15 spell levels that count against the robe's daily limit, then removes the robe, subsequent spells do not count against the robe's limit. If the wizard then puts on the robe during the same day and casts more spells, the robe retains the 15 spell levels that counted against it and all spells cast subsequently also count against the robe.

Only one wizard may use the robe's magic in a single day; if a second one tries, it will not function.

Rock

XP Value: 3,500

GP Value: 17,500

POLYHEDRON Newszine 58

This seemingly average garment radiates a strong aura of alteration magic, if *detect magic* is successful. When first donned, nothing unusual happens, as the robe takes 24 hours to attune itself to its new owner. After that time its powers become known to the owner. The robe has two powers, each usable at will. The first allows the wearer to become a statue similar to the 7th-level wizard spell of the same name; no system shock roll is required, and the effect can be maintained indefinitely. The wearer can change back and forth between flesh form and statue, with each change requiring one round. No other action can be taken during the transformation. The second power is immunity to petrification. Furthermore, the robe can be used to return a petrified individual to flesh after it has attuned itself to that person for 24 hours. The robe only functions when worn, and it is usable by any character class.

of Scintillating Color

XP Value: 2,750

GP Value: 25,000

STRATEGIC REVIEW Magazine 5

This garment, usable by any class, appears to be slightly better than average, in material and workmanship, than other robes. However, once its secret is mastered, it becomes anything but ordinary. Mastery of the robe's powers takes great mental concentration, so the minimum unmodified total of Intelligence and Wisdom needed to master its capabilities is 25. If the minimum

requirement is met, it is a wondrous item to possess. By concentrating on it, the wearer can cause it to form scintillating bands of color that form dazzling patterns. The patterns cause the wearer to be 5% (-1 on 1d20) harder to hit, the effect being cumulative. Therefore, after five melee rounds, the wearer is 25% harder to hit (-5), and so on.

Further, any creature or person that looks at it has the same chance (5%) per round, of becoming *hypnotized*. Again, the effect is cumulative. For instance, looking at it for four rounds means that the observer has a 20% chance of becoming *hypnotized*, and subject to the command of the wearer. Any wizard who becomes hypnotized by the robe has an Intelligence of 17 or 18, has a 10% or 20% chance, respectively, of going permanently insane.

of Scintillating Colors

XP Value: 2,750

GP Value: 25,000

DUNGEON MASTER Guide

This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a *robe of scintillating colors* to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.

This effect sheds light in a 40-foot diameter sphere, and has the power to *hypnotize* opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing" on the robe. Each round after that, any opponent who fails a saving throw vs. spell (or magic resistance check, then save) is *hypnotized* and *transfixed* for 1d4+1 rounds. Even when this effect wears off, additional saves must be made in order to attack.

Furthermore, every round of continuous scintillation of the robe makes the wearer 5% more difficult to hit with missile attacks and handheld or body weaponry (hands, fists, claws, fangs, horns) until a maximum of 25% (-5) is attained—five continuous rounds of the dazzling play of hues.

After the initial round of concealment, the wearer is able to cast spells or engage in all forms of activity that do not require movement of more

than 10 feet from the starting position. In non-combat situations, the robe simply *hypnotizes* creatures failing their saving throws vs. spell for 1d4+1 turns.

of Serration

XP Value: — GP Value: 1,000

Mordenkainen's Fantastic Adventure

When this cursed robe is donned, the wearer sees hundreds of half-inch mouths, sporting tiny teeth. The teeth bite the victim for 10 points of damage (total) per round that the robe is worn. The robe wraps itself around whoever dons it, and it cannot be removed if the victim's strength is 14 or less. A character having a strength of 15 or more may break this devilish robe's hold in 10 rounds, sustaining only half damage while doing it. Alternately, a *remove curse* spell utterly destroys the item, leaving nothing but a heap of smoldering rags upon the floor in its place.



of Stars

XP Value: 4,000 GP Value: 12,000

DUNGEON MASTER Guide

This rather ordinary garment seems typical of apparel worn by wizards. However, it radiates a strong aura of alteration and evocation if examined for magic. The robe enables its wearer to

travel physically on the Astral Plane, along with everything that is worn or carried. The garment also enables the wearer to survive comfortably in the void of outer space. In other situations, the robe gives its wearer a +1 bonus to all saving throws.

The robe is embroidered with stars, and the wearer can use up to six of these as missile weapons, provided he or she is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, on both attack and damage rolls. Maximum range is 60 feet and base damage is 2d4 points per hit. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they replace themselves magically at the rate of one per day. If all six are used, all of the robe's traveling and missile powers are gone forever.

Stone

XP Value: 1,250 GP Value: 14,000

POLYHEDRON Newszine 47

On command, the outer surface of this dark gray robe becomes as hard as rock, while the inner surface remains soft. When hard, the robe weighs no more than an ordinary cloak, but the wearer's AC is 0. This robe can be used only by clerics and druids.

Sulmish Robe of Magical Enhancement

XP Value	GP Value
+1: 4,000	20,000
+2: 6,000	30,000
+3: 8,000	40,000

Rary the Traitor

These black robes, embroidered with complex patterns in red and gold, were crafted by Sulmish wizards to improve their casting abilities and protection. Several varieties exist. The most common acts as a *cloak of protection* +1 and enables the wearer to cast one extra 1st-, 2nd-, and 3rd-level spell (for a total of three extra spells) per day. The second variety gives +2 protection and provides one extra spell each of 1st- to 4th-level (a total of four). The third, and by far the rarest, yields +3 protection, and provides one extra spell each of 1st- to 6th-level (a total of six extra spells per day). The robes do not confer the ability to cast a spell to which a wizard would not normally have access. For example, a 3rd-level wizard wearing a *cloak* +3 would not be able to cast 6th-level spells.

Tvashtri's Golden**XP Value:** 9,000**GP Value:** 90,000

Legends & Lore

Whenever he roams the earth, Tvashtri's avatar wears a golden robe that gives him an AC of -3.

of Useful Items**XP Value:** 1,500**GP Value:** 8,000

DUNGEON MASTER Guide

This appears to be an unremarkable item of apparel, but a wizard who dons it may note that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach the patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A robe of useful items always begins with two each of the following patches:

- Dagger
- Lantern (filled and lit)
- Mirror (large)
- Pole (10')
- Rope (50' coil)
- Sack (large)

In addition, the robe has 4d4 items for which the dice must be rolled—roll 4d4 to determine how many additional items a robe has and then percentile dice to determine specific items:

Roll	Result
01-08	Bag of 100 gold pieces.
09-15	Coffer ($\frac{1}{2}' \times \frac{1}{2}' \times 1'$), silver (500 gp value).
16-22	Door, iron (up to 10' wide and 10' high, barred on one side. Placed upright, it attaches and hinges itself).
23-30	Gems, 10 of 100 gp value each.
31-44	Ladder, wooden (24' long).
45-51	Mule (with saddle bags).
52-59	Pit (10 cubic feet), open.
60-68	Potion of extra healing.
69-75	Rowboat (12' long).
76-83	Scroll of one randomly determined spell.
84-90	War dogs, pair.
91-96	Window (2'x4'—up to 2' deep).
97-00	Roll twice more.

Multiple items of the same kind are permissible. Once removed, items are never replaced.

of Useful Items II**XP Value:** 1,000**GP Value:** 5,000

Gateway to RAVENS BLUFF, The Living City

This robe contains two daggers, one lantern, two 10-foot poles, two 50-foot ropes, a large sack, one bag of 100 gp, an iron door, a 24-foot wooden ladder, and a mule with saddle bags.

of Useless Items**XP Value:** 100**GP Value:** 500

POLYHEDRON Magazine 156

This robe appears to be a garment of no great value—appearances can deceive, but not in this case. The wearer will notice several odd-shaped patches on the garment—because they chafe in uncomfortable places. Detaching one of the patches causes it to actually become one of the following items (roll 2d8):

Roll	Item
2	A bag containing 1,000 lead pieces
3	A 1-inch length of rope.
4	One pair of high, hard boots, halfling size.
5	A wooden ladder, 25' long, with three rungs.
6	Half a pair of safety scissors.
7	A string of electrical Christmas tree lights.
8	A rubber dagger and a glass shield (matched set).
9	A <i>Book of Exalted Deeds</i> , written entirely in Thieves' Cant.
10	A pint of <i>sovereign glue</i> (undiluted with <i>oil of slipperiness</i>) in a tightly stoppered unbreakable bottle.
11	A treasure map pinpointing the exact location of an immense hoard, relative to "the old oak tree," "the big rock," "the woodcutter's shack," and "the bend in the river" (extraneous details such as the name of the kingdom or the continent are omitted).
12	A 25th-century, death-ray handgun, 100% accurate within 300 feet, that kills anything it hits (batteries not included).
13	A letter from Ed McMahon, telling the PCs they may already have won \$20 million.
14	A normal bo stick, jo stick, awl pike, fauchard, partisan, and mancatcher. (In the history of the AD&D game, has any

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PC ever willingly become proficient with any of these weapons?)

- 15 Half a bucket of fresh, orc beer.
16 A wanted poster (600,000 gp bounty) for an ex-paladin gone *really* bad who's 20 levels higher than the highest-level character.

Once removed, a patch can never be replaced on the robe. When enough patches have been removed, the robe becomes very drafty, so it is wise to reserve the patches for emergencies.

of Vanishing

XP Value: 2,000

GP Value: 20,000

The Complete Thief's Handbook

This robe, quite innocent in appearance, is a boon for a thief who needs to elude pursuers quickly. A thief needs only to grasp the hem of the robe, clutch it very tightly, and he or she simply seems to vanish, although the thief has just affected an escape as per a *rope trick* spell (no rope is visible, of course) and is also made *invisible*, detection resistance applies to the extradimensional space created. The *rope trick* effect lasts for up to six turns but the *invisibility* created is of the normal sort (permanent until some offensive action is undertaken). Wise thieves make sure that other magical aids to escape (notably a *potion of flying*) are on hand to maximize the value of the robe. The robe can be used up to three times per day to create its magical effects.

of Veluna

XP Value: 2,00

GP Value: 10,000

GREYHAWK Adventures

Enchanted by a wizard who enjoyed the luxuries of wealth, this purple garment gives its wearer the physical appearance of nobility—well-groomed hair, clean skin, and rich, colorful clothes of silk and fine wool. The character's Charisma rises by 2 points (to racial maximum), and he or she tends to be treated with respect by members of civilized societies (a +15% reaction by NPCs below Upper Middle Class). However, etiquette and social graces are left to the character's Intelligence, Charisma, and training. In trading with others the robe gives its wearer a 20% chance to make a more favorable deal.

of Vermin

XP Value: —

GP Value: 1,000

DUNGEON MASTER Guide

This garment seems to be magical and radiates a dim aura of enchantment if *detect magic* is used. The wearer does notice anything unusual when the robe is donned, and it actually conveys some magical power at that time—*protection +1*. However, as soon as the wearer is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He or she must cease all other activities in order to scratch itches, shift the robe, and generally shows signs of extreme discomfort from the movement and bites of the annoying pests.

The wearer is unable to gain initiative, and has a 50% chance of being unable to complete a spell due to the vermin. All other actions and attack forms requiring manual, locomotive, or somatic activity are at half normal probability. The garment can't be removed except by means of a *remove curse* spell or similar magic.

Warmth

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Magazine 73

A *robe of warmth* is chamois-lined, of natural wool or fur that keeps the wearer 10 degrees warmer than would be expected of a nonmagical robe of similar materials.

Wizard's

XP Value: 4,000

GP Value: 45,000

GREYHAWK

When garbed in this robe, a Wizard has a 95% chance of success casting the following spells: *charm*, *hold*, and *polymorph*. There is a 60% chance the robe is white (Lawful), a 30% chance it is gray (neutral), and a 10% chance it is black (Chaotic).

Roll General Alignment

01-60	Lawful
61-90	Neutral
91-00	Evil

Yama's

XP Value: 10,000

GP Value: 75,000

Legends & Lore

The robes worn by Yama's avatar protect him from any attack based on fire, heat, light, or electricity.

Rock

Rocks are usually common chunks of stone. In the AD&D game system, "rock" and "stone" have been generally used interchangeably—though, at least in theory, a rock is larger than a stone. If you do not find your favorite piece of magical granite here, look under **Stone**.

Death

XP Value: —

GP Value: —

Book of Artifacts

The *death rock* is an evil relic of inky black stone, roughly the size of a man's clenched fist. When touched, the rock pulsates faintly, like the beating of a heart, and leaves the sensation of warm greasy moistness on the fingertips. The *death rock* exudes a palpable aura of evil noticeable to intelligent creatures.

It is said that the *death rock* is the product of some far-distant eastern cult that worshiped the great salamander of a certain river. The cult was evil and its rites unspeakable. For years the cult survived openly and although it was hated by all, no one could act against it.

Their terror finally came to an end when a peasant woman whose sons had been taken by the cult took up the sword. Though she was old and scorned by her neighbors for her folly, the woman prayed to all the powers of justice for revenge. For five nights the five judges of men came to her, bringing courage, faith, purity, mercy, and might. With these she challenged the living god. Their battle was great, but in the end the old woman cut the fiend's heart free and cast it far away.

It is said that the heart became a stone, still filled with great and evil powers. Over the centuries, the *death rock* has found its way to the west, leaving ruin and destruction in its wake. It has not been seen for very long time and it might now be finally lost forever.

Characters should only find the *death rock* if the DM sorely wants to tempt and test the heroes. The rock grants great power, but only to one person and at terrible cost to the PC's companions. The DM should know the players well, for if the temptation succeeds, serious ill will could develop among the players, threatening the harmony of the group.

Constant Powers: The *death rock* gives its owner all the abilities of a necromancer-wizard of the same level as the character. The character



knows all necromancy spells appropriate to that level but can only memorize and use necromantic spells. The character gains no hit points and does not earn or record experience points as a necromancer. Experience and Hit Dice are gained normally in the character's other class and each time a new level is achieved, the character also advances as a necromancer. The character loses none of the abilities of the other class and can freely mix the powers of both classes. The most favorable adjustments to THAC0, saving throws, etc. are used. If the character is a wizard, the selection of spells is doubled, although the PC is still limited to necromantic spells for the additional ones.

Curse: To activate and maintain the power of the rock, the character's closest companion must be claimed each week as a zombie slave. If this is not done, the rock instantly vanishes, never to be seen again.

Suggested Means of Destruction:

- It must be burned in the Flames of Pure Truth.
- It must be used to slay a god of death.
- It must be given to a man who was never alive.

Death Rock of the Darad S'tin

XP Value: 12,000

GP Value: 60,000

Kara-Tur

The Cult of the Darahd S'tin is an evil congregation that worships a giant river salamander. Their kio ton mu carries a horrible relic called the *death rock* which is an inky-black stone about the size of a fist. This stone is rumored to enable the possessor to cast the following spells: *shadow door*, *passwall*, *creeping darkness*, *pain*, *mass suggestion*, *withering palm*, and *power word-kill*. It also gives the wielder the ability to cast an *ancient curse* and *cause critical wounds* like the shukenja spells. Anyone who finds the *death rock* in their home or placed in their path is *cursed* by the cult and can expect death soon.

It is believed the *death rock* is really the black heart of the nameless god who watches over assassins and murderers, often pictured in the shape of the giant black river salamander. It was given to the cult by the god himself when he began to encourage their worship. This cult is filled with unsavory types, thugs, and thieves with no honor. The members are believed to be spread throughout T'u Lung. No one knows where the Temple of the Darahd S'tin is located, and few wish to find out, but it is rumored to be somewhere northwest of Kichai.

Kereenyaga

XP Value: 4,000

GP Value: 20,000

Champions of MYSTARA®

Kereenyaga, the *rock of mystery*, or *mystery rock* stands at the exact center of the ring of Guardian Trees. Just five miles south by southwest of Shani Kijiji, the 100-foot granite spire that is an object of reverence, awe, and a bit of fear among the Karimari. They call it by many names, including *Ulimwengu's Heart* and *Lightning's Child*. The Karimari believe *Kereenyaga* is the resting place of Ulimwengu's soul, and that it protects and provides for the land and its people.

The Karimari are right. For millennia, *Kereenyaga* has served as a receptacle for Karimari hopes, dreams, and fears. The more the Karimari believed their land was alive, the closer to the truth this became. Although Ulimwengu does not technically qualify as an Immortal—it has no personality or individuality, other than what Karimari beliefs give it—the land has taken on many of the functions and abilities of an Immortal Patron. *Kereenyaga* is, in effect, an artifact created by Ulimwengu to protect itself and the Karimari.

Chief among its powers is its ability to hide the Karimari and Shani Kijiji from prying eyes. The rock projects a sort of *hallucinatory terrain* effect over all of Ulimwengu, making it appear from the air to be nothing more than endless jungle, streams, and hills. This hides Shani Kijiji from intelligent flying creatures, crew members aboard flying ships, and the like. (Those actively searching for something unusual in the jungle beneath them may save vs. spell to see through the illusion.) The *hallucinatory terrain* does not affect creatures under treetop level.

Kereenyaga also protects Ulimwengu and the Karimari from prying eyes using *crystal balls* and similar magic. Creatures attempting to see Ulimwengu by these means see the same endless jungle as can be seen from the air. (Again, characters may save vs. spell to see through this illusion if they suspect the view does not show the truth.)

The rock has a third effect that is also always active. It acts as a priestly *bless* spell, giving the Karimari and anyone else Ulimwengu considers friendly a +1 bonus to morale and to all attack and damage rolls. Enemies of the Karimari are at -1 to morale, attack rolls, and damage rolls. There is no saving throw allowed.

If the DM wishes, Karimari priests can draw

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additional powers through ceremonies conducted on the rock. Such powers may include any druid spell (cast as a 20th-level priest) or effects such as directing all of Ulimwengu's creatures to attack intruders. Each ceremony costs the priest a permanent loss of 1d4 hit points.

Pet

XP Value

Beneficial: 2,000

Cursed: —

GP Value

15,000

1,000

DRAGON Magazine 45

Pet rocks are magical items that exactly resemble *luckstones*, *loadstones*, and *stones of controlling earth elementals*. There are two sorts of *pet rocks*, one beneficial and one cursed.

The former sort of *pet rock*, at a word of command (such as "attack!"), leaps from the possessor's hand and flies at any one opponent of the owner's choice within 60 feet. It hits as if the owner had fired a missile weapon at close range at the opponent, but the possessor's dexterity bonuses and strength bonuses on attack and damage rolls (if any) do not count. The rock is, however, +3 otherwise, and causes 2d6 points of damage upon scoring a hit. On striking a stone or clay golem, the *pet rock* shatters immediately, but inflicts 3d10 points of damage upon the creature. If the rock misses or scores a hit and is not destroyed, it returns to the owner in the same round it was "thrown." It may be commanded to attack once per round, for as many rounds as the owner desires. At a second word of command ("heel!"), the *pet rock* hovers 3 to 4 feet off the ground, within 2 to 3 feet of the owner, and follows him or her around at a maximum movement speed of 12. The rock must be grasped again in order for it to attack an enemy. It has an AC of -4 and takes 30 points of damage to destroy.

Some 40% of all *pet rocks* are of a malevolent variety. Immediately upon grasping the cursed *pet rock*, the character must save vs. spell at -4 or become *enchanted* with the rock's appearance and refuse to set it down during all waking hours. The character does, of course, carry the rock in his or her preferred hand, making weapon use impossible, ruining spells involving somatic components, making most thieving functions impossible, and otherwise handicapping the character. The character resists all attempts by anyone or anything to take the rock away, and takes precautions to assure his or her continued possession

of the rock. This obsession may be broken by casting *dispel magic* at 10th level or greater, a *wish* or *limited wish*, or the destruction of the rock (which the character in question tries to prevent by any means possible).

Rods

Rods are about 3 feet long and as thick as a thumb. They are normally kept in cases or protective boxes. Rods may be metal, wood, ivory, or bone; they can be plain or decorated, carved, or tipped.

Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time the rod is used, one or more charges may be expended. Characters do not automatically know the number of charges possessed by an item when it is discovered, although research and spellcasting can reveal this.

A rod can sometimes be recharged according to the rules given for constructing magical items if its charges have not totally been used. When a rod is drained of all charges, it loses all its magical properties and can never be recharged.

When discovered, a rod normally contains 1d10+40 charges. However, while rods almost never have more than 50 charges, it is possible to find rods with significantly fewer charges, particularly those captured from enemies who may have used them. (See also **Staff and Wand**.)

Command Words (Optional Rule): Rods are normally activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since the control of rods depends on knowledge of the command word, they are jealously guarded by their owners. An absent-minded wizard can etch the command word on the item or carry it on a piece of paper in his pocket, but this is rarely done. Most often a character must use spells of divination or consult sages to discover the correct command word to activate a rod.

of Absorption

XP Value: 7,500

GP Value: 40,000

DUNGEON MASTER Guide

This rod acts as a magnet, drawing magic spells of any nature (priest or wizard) into itself. It nullifies their effects and stores their potential until the wielder releases that energy as cast spells. The magic absorbed must have been directed at the character possessing the rod. The wielder

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instantly detects a spell's level, as the rod absorbs the spell's energy.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed levels. The wielder of the rod can use the captured spell energy to cast any memorized spell, at a casting time of one, without loss of spell memory. The only restriction is that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast. With nine absorbed levels, the rod wielder could cast a maximum of one 9th-level spell, one 6th level and one 3rd level, and so on.

A *rod of absorption* can never be recharged. It absorbs 50 spell levels and can only discharge any remaining potential it may have after that. The wielder knows that the rod's limit has been reached upon grasping the item. Used charges indicate that it has already absorbed some of its maximum of 50 spell levels and that some of those have been used.

Here is a more specific example: A priest uses a *rod of absorption* to nullify the effect of a *hold person* spell cast by a wizard. The rod has now absorbed three spell levels and can absorb 47 more. The priest can cast any memorized spell of 1st, 2nd, or 3rd level, without memory loss of them, by using the stored potential of the rod. Assume the priest casts a *hold person* spell back at the attacker. This spell is only 2nd-level for the priest, so the rod holds one spell level of potential, can absorb 47 more, and has disposed of two charges permanently.

of the Aerdi Sea

XP Value: 5,000

GP Value: 25,000

GREYHAWK Adventures

This defensive weapon, fashioned by the merchants who sail the pirate-infested waters between Hepmonaland and the Great Kingdom, allows the wielder to cast the following effects by expending a certain number of charges from the rod:

- Fog cloud 1
- Spectral force 2
- Programmed illusion 3

The rod has a +5 initiative modifier to activate, and the user can move normally (not melee), concentrating to maintain the effect. The rod has a range of 240 yards and affects an area 180 feet on a side. Illusions not closely related to the sea or sailing save at +1.

of Alertness

XP Value: 7,000

GP Value: 50,000

DUNGEON MASTER Guide

This magical rod is indistinguishable from a *footman's mace +1*. It has eight flanges on its mace-like head. A rod of *alertness* bestows +1 to die rolls for surprise, and in combat the owner gains -1 bonus on initiative die rolls. If it is grasped firmly, the rod enables a character to *detect alignment, evil, good, illusion, invisibility, lie, or magic*. The use of these detect powers does not expend any charges.

If a *rod of alertness* is planted in the ground and willed to an active state, the rod can "sense" any creature within a 120-foot radius, provided the creature intends to harm the possessor. Each flange on the rod's head then casts a *light spell* in a primary direction (N, NE, E, and so on), out to a 60-foot range. Simultaneously, the rod creates the effect of a *prayer spell* upon all creatures friendly to the user in a 20-foot radius. Immediately after that, the rod sends a mental alert to friendly creatures, warning them of possible danger from unfriendly creatures within the 120-foot radius.

Finally, the rod can be used to simulate the casting of an *animate object* spell, using any 16 (or fewer) objects specially designated by the owner and placed roughly around the perimeter of a 6-foot-radius circle centered on the rod. The selected objects can be 16 shrubs, 16 specially shaped branches, or anything else.

All of the rod's protective functions require one charge. The *animate object* power requires one additional charge, so, if all of the rod's protective devices are used at once, two charges are expended.

The rod can be recharged by a priest of at least 16th-level, as long as at least one charge remains in the rod when recharging is attempted.

Asmodeus's Ruby

XP Value: —

GP Value: —

Monster Manual

Asmodeus has a glowing rod of pure ruby. It acts as a *rod of absorption*. It also *causes serious wounds* to anyone touched by its opaline tip. Upon command, it shoots a *cone of frost*, a *jet of acid*, or a *bolt of lightning* (all according to the appropriate dragon breath weapon). The value of the gems contained in this instrument is 1,000,000 gp.

Bample's Rod of Distortion

XP Value: 6,000

GP Value: 30,000

1992 Fantasy Collector Card 627

Bample found this rod and discovered its properties, then he improved upon them. Like a standard *rod of distortion*, a roll of 16 to 19 on 1d20 causes all rods, wands, and staves within 20 feet not to function during the round it that it is used. A roll of 20 causes these devices to backfire and inflict full damage upon their users. Unlike the normal *rod of distortion*, though, Bample's rod deflects the effects of others' rods, staves, and wands on a roll of 5–15 on the 1d20 roll. (A roll of 1–5 produces no results, a roll of 16–20 makes Bample's rod of distortion ineffectual for 3 rounds.) Deflected effects may still affect those around the rod's owner.

of Beguiling

XP Value: 5,000

GP Value: 30,000

DUNGEON MASTER Guide

This rod enables its possessor to radiate an emotional and mental *wave of fellow feeling* to all creatures with any intelligence at all (1 or higher Intelligence). The rod causes all such creatures within a 20-foot radius of the device to regard the wielder as their comrade, friend, or mentor (no saving throw).

The beguiled creatures now love and respect the rod wielder. They listen, trust, and obey him, as far as communication is possible the instructions don't consign the beguiled to needless injury or destruction, or to go against their nature or alignment. Each charge of the rod beguiles for one turn. It can be recharged.

Blackstick

XP Value: 2,000

GP Value: 20,000

Saga of the Shadow King

This item is a *rod of undead rulership*. Having taken the form of the Wraith Lord, Landryn Teriak requires this item to attain mastery over would-be legions of undead.

Apart from its darkest purpose, the *blackstick* also functions as a *rod of undead slaying* and resurrection. Through using specific incantations—*decima* for slaying and *vifica* for resurrection—the PCs can use this invaluable weapon against the forces of darkness. However, the *blackstick* only has two charges for each function and may not be recharged.

Undead who are resurrected by the *blackstick*



are returned to living flesh and blood. Undead, slain by the rod, are blasted out of existence in an explosion of light.

Learning how to use the undead rulership function is dangerous for the owner. Studying it slowly taps the life force of any wizard who attempts to wield it. Ultimately, the user finally becomes a creature like the Wraith Lord. Before this, however, the character becomes chaotic and falls under evil influences. The user is also subject to attack by powerful undead who want to prevent the use of the rod.

of Blind Walking

XP Value: 1,200

GP Value: 7,000

Realmspace

This rod is used by many blind people in order to live more comfortable lives without having to trip over random items in roadways. This rod does not give the possessor a visual picture of everything around him or her. Instead, the item gives an almost psychic knowledge of objects' locations. This allows one to maneuver around things with greater ease than most people with functional eyes. The rod is completely nonfunctional for sighted people.

of Building**XP Value:** 12,000**GP Value:** 60,000

Kingdom of Nithia

This artifact was discovered aboard a ship belonging to Thanatos and Ranivorus. It is a testament to the chaotic nature of these Immortals that the *rod of building* is a benign device. Its function is simple, yet very important—with this device, one can literally construct a pyramid, palace, statue, or other stone structure from the ground up.

To use the rod, the user must first have detailed interior and exterior plans of the object to be built. Next, the fully-drawn plans must be laid on the ground where the structure is to be built, and the outside dimensions of the structure's foundation etched, using the rod, into the stone or soil. Once the etching is complete, the structure begins to build itself, block by block, at a rate of 10 square feet per round. Underground structures are dug, walls spring up, and outbuildings form under the magic of the *rod of building*. The process does not stop until the structure is complete.

Over the years, the *rod of building* has come into the possession of the Templars, who strictly regulate its use. Only a few structures are created in this fashion each year.

of Cancellation**XP Value:** —**GP Value:** —

DRAGON Magazine 35

A very ancient artifact, this powerful, magical weapon is currently wielded by an executive at a broadcast network.

of Cancellation II**XP Value:** 10,000**GP Value:** 50,000

DUNGEON MASTER Guide

This dreaded rod is a bane to all classes, for its touch drains items of all magical properties unless a saving throw vs. rods against the cancellation is made. Contact is made by making an attack roll in combat.

Saving

Throw	Item
20	Potion
19	Scroll
17	Ring
14	Rod
13	Staff
15	Wand

- 12 Miscellaneous magic item
- 3 Artifact or relic
- 11(8) Armor or shield (if +5)
- 9(7) Sword (*holy sword*)
- 10 Miscellaneous weapon¹

¹ Several small items, such as magical arrows or bolts together in one container, are drained simultaneously.

To find out if the draining can be prevented, a 1d20 roll is made for the target item. If the die roll results in a number equal to or higher than the number listed on the table above, the target is unaffected. If the roll is lower, the item is drained. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable, even by *wish*.

In a SPELLJAMMER Campaign: The spelljamming devices are treated as relics for determining the effects of the rod.

of Climbing**XP Value:** 900**GP Value:** 4,500

Thieves of LANKHMAR

This item is similar in appearance to a *rod of lordly might* and can be used by any character class. When a concealed stud is pressed, a spike that magically pierces and anchors in any solid rock extends from one end of the rod, while the other end sprouts three sharp hooks. The rod then lengthens 5 to 50 feet in a single round, stopping when a second stud is pushed. Horizontal bars, 3 inches long, fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and bears up to 4,000 pounds of weight. It completely retracts by pushing a third stud.

The rod can also be used to force open doors. (The rod's base spike is planted 30 inches or less from the portal to be forced, and in line with it, then the rod is extended). The force exerted is equal to storm giant strength.

of Death**XP Value:** 7,500**GP Value:** 37,500

Lost Ships

This rod may be fashioned of black obsidian or human bone. The secrets of its making are known to few, and so it is thankfully rare. The rod must touch a being with a successful attack roll in order to function. This operates only when the wielder silently wills it to work. The wielder is

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immune to the rod's effects while holding it, and for 1d4+1 rounds after releasing it (even if another being directs the rod against its former wielder).

A *rod of death* can animate dead (as the 3rd-level priest spell). The undead rise on the next round and loyally serve the rod's wielder. This function drains three charges. The rod can also *disrupt undead*, destroying them forever. An undead target need not be in solid form to be affected, and is destroyed despite phylacteries or other aids and properties that usually permit it to rise again (such as a vampire's coffin of soil). All undead are allowed saving throws to gain immunity to the disruption attack of a particular *rod of death*. An undead saves vs. rods as a wizard of the same level as it has Hit Dice. Undead disruption drains two charges, whether successful or not.

A *rod of death* may also cause death by touch. This power does not require a successful attack roll if the target is unmoving, and is effective only against beings that currently have less than half their total hit points remaining. The being touched must save vs. death magic. If successful, the rod causes 2d6 damage. If the save fails, they are instantly slain (and may, if touched again on the next round, be animated as undead). Use of the rod in this manner drains five charges, regardless

of whether or not the victim is slain.

The wielder of the rod can also will it to cause creatures to collapse. At the touch of the rod, the victim loses 1 hit point and must save vs. rods at -3 or fall to the ground, apparently lifeless. This state lasts three rounds, despite any attempts to revive the victim or *dispel magic*. This attack drains 1 charge each time it is used, whether successful or not.

A *rod of death* can also cause plants to wither and shrivel upon touch, losing blossoms or spores. This action does not kill the plants, and the rod cannot animate dead plant material.

Diplomacy Rod of Furyondy

XP Value: 4,000

GP Value: 15,000

GREYHAWK Adventures

This rod was created for use by the Prince of Furyondy, though his disappearance left it in the hands of less noble officials. The rod gives the holder a +15% reaction bonus when negotiating or debating with other intelligent creatures.

Once per day the rod allows the holder to cast a *suggestion* spell by spending a charge from the rod. The *suggestion* must involve matters of peace or cooperation, or the subjects of the spell receive a +1 saving throw bonus. The rod holds up to 25 charges and is rechargeable.

of Distortion

XP Value: 5,000

GP Value: 25,000

Tome of Magic

This unpredictable device is capable of affecting the operation of all rods, staves, and wands within a 20-foot radius for a single round. The wielder rolls 1d20. The *rod of distortion* cannot be recharged.

Roll Effect

- | | |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-15 | The <i>rod of distortion</i> does not influence other items. |
| 16-19 | The rod acts as a <i>wand of negation</i> and rods, staves, and wands within 20 feet simply do not function during that round (but are otherwise unaffected). |
| 20 | The <i>rod of distortion</i> completely disrupts the functioning of rods, staves, and wands. The distortion results in the backfiring of these devices, causing maximum damage to their users if the item is used during that round (a wand of lightning fires rear-directed bolt |

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striking its user, a *rod of cancellation* affects one random magical item possessed by its owner, and so on). Items used by the wielder of the rod are unaffected.

Diviner of Life

XP Value: 1,000

GP Value: 5,000

DRAGONLANCE Adventures

Often called a baton, the *diviner of life* was used during the Age of Might by commanders who wished to determine the general condition of their troops. After first finding the army's top condition during a long rest, a commander could get a good view of the troop's degree of readiness by referring to this baton.

This magical object is a 4-foot long rod. Each end is capped by a 6-inch wide band of gold and steel. The rod has a 3-foot long section of what appears to be clear crystal in the middle (it withstands 20 points of damage before breaking). If the glass breaks, the staff is useless.

There seems to be a swirling white fog within the glass section. When the keyword is spoken, the fog clears completely. If the staff then touches any living being, the life force (hit points) of that being registers as a bright green line, 1-inch long per 10 hit points.

of Divining

XP Value: 3,500

GP Value: 17,500

DARK SUN Campaign Boxed Set

This item is a small "Y" shaped stick that must be held in both hands to use. With each charge expended, this item will locate and draw its holder toward any accumulation of water of at least one gallon, within 1,000 yards. The end of the rod points toward the water and gently pulls the character that way. The quality of the water need not be such that the character can easily obtain it. For instance, the rod might point down to an underground water source up to 1,000 yards beneath the caster. It might also locate moisture within a large plant (if it amounts to one gallon or more) or that hidden by *invisibility* or other concealing magic, but it ignores moisture within living beings (every PC holds far more than a gallon of water.) If multiple accumulations of water reside in the rod's range, it draws itself to the largest one.

of Dominion

XP Value: 7,000

GP Value: 45,000

DUNGEONS & DRAGONS Rules Cyclopedica

Usable by any character, this rod aids in ruling. If a ruler carries it on a tour throughout his or her dominion, the rod adds a bonus to all morale rolls, based on the percentage of residents viewing it (roll 1d100 for the result).

Roll	Morale Bonus
01-50	+2
51-75	+4
76-90	+6
91-99	+8
00	+10

When not on display, the rod must be kept in the ruler's stronghold. The effects last for three months, but the rod may be shown again to the populace when needed.

of Electrification

XP Value: 2,400

GP Value: 12,000

The Hidden Shrine of Tamoachan

This is a silvery rod, actually a copper-nickel alloy, which detects as magical. It strikes as a mace and causes 1d4+1 points of damage. This attack uses a charge. This rod has a resilient black handle (rubber), and discharges every time the metal end is brought into contact with wet flesh or metal. For safety, the rod should be insulated with cloth or fur when carried, but players should not be told this. This rod may be recharged. To recharge it, the rod must be stuck in the earth, handle first, and a *lightning bolt* fired at it. The rod receives one charge for each die of damage the *lightning bolt* does.

of Elemental Fire

XP Value: 4,000

GP Value: 20,000

World of Krynn

Lord Soth carries the legendary *rod of elemental fire* that only he can use. The *rod of elemental fire* was won by Lord Soth in a battle long ago on the Plane of Fire. The rod is 3 feet long, decorated with carved skulls and leering faces. It exudes a constant stream of gray smoke from the tip. When manually triggered by Soth, it randomly does one of the following (roll 1d10):

Roll Result

- | | |
|----|--------------------------|
| 1 | Fireball (10 HD) |
| 2 | Fire Shield |
| 3 | Wall of Fire |
| 4 | Summon 4 Fire Elementals |
| 5 | Summon 4 Efreeti |
| 6 | Summon 10 Lava Mephits |
| 7 | Summon 5 Salamanders |
| 8 | Summon 20 Fire Bats |
| 9 | Summon 10 Azer (HD 5+4) |
| 10 | Summon 1 Imix |

(Prince of Evil Fire Elementals: hp 90; Dmg 6-36; AC -4; MV 18)

Entrapment

XP Value: 1,000 GP Value: 8,000

POLYHEDRON Newszine 47

Crafted of ivory and tipped with amber, this rod has the power to do one of the following when one charge is used: *entangle*, *paralyzation*, and *web*. Each effect lasts for 2d8+1 rounds. All creatures get saving throws against the effects. The rod may only be used by priests and wizards.

of Equestrians

XP Value: 5,000 GP Value: 23,000

POLYHEDRON Newszine 90

A rod of equestrians can be identified by the stylized horse's head ornately crafted, surmounting the top. The other end of this 3-foot shaft is either plain or has a horseshoe or ball at the base. The rod is most often carved of wood, though a few metal versions have been reported.

A rod of equestrians has 4d10 charges when discovered and can be recharged.

A single charge allows the wielder to cast a *mount* spell as an 8th-level wizard. Expending two charges allows the user to cast a special version of *phantom steed* as a 14th-level wizard. The "spooking" affect the phantom steed usually has on animals does not apply.

To use this item, the wielder must grip the rod with both hands at the top, just below the horse's head, hold it in front of the body at waist height, incline the top of the rod forwards at a 45° angle, and then gallop forward 3 yards while saying the command word.

About 25% of these rods have the added utility of serving magical weapons. The bottom is used as a bludgeoning instrument as powerful as a horse's kick; 1d6+1 points of damage are delivered on a successful attack roll, which is made with a +3 bonus.

Excellent Rod of Engineering

XP Value: 4,000 GP Value: 20,000

DRAGON Magazine 178

A highly prized accessory for a military engineer, this plain, rechargeable, 2-foot metal rod has several different functions:

- On command, it extends up to 12 feet in length, while its surface roughens in alternating bands to allow the engineer to use it as a ruler and measure. This form uses no charges and is too slender and unwieldy to use as a weapon, though doing so causes the device no damage (nor can it cause damage, except to small insects).
- The rod always shows magnetic north on command, expending no charges.
- If rapped firmly against stonework, the rod will reveal to the user, by *telepathy*, the stonework's thickness and composition for no charges (this is useful for gauging the thickness of walls).
- For one charge, the rod may cast a *dig* spell with a duration of one turn.
- The power of the rod can function as a *move earth* spell for two charges per turn, or three if the effect is to move features rather than collapse them (as though an earth elemental were being used).
- A *wall of stone* (at 12th level) may be created for one charge.
- For one charge, the user can summon 10 unseen servants for one hour. They operate as the spell, but are each twice as strong as usual and can be used for stacking timber, grading roads, and other manual labor.

of Expeditious Transport

XP Value GP Value

Normal: 3,500 35,000

Shadow Walking: 5,500 55,000

New Item

Created over 100 years ago by a famous wandering wizard, the rod of transport is prized by travelers. The rod is a thick baton of rune-carved wood about 1½ feet in length, bound at both ends by iron bands. Any mount an owner happens to ride will never bolt, shy, panic, or attempt to throw the rider. Secondly, the owner will find that at the end of a day of walking, he or she suffers exhaustion or fatigue only half the distance was traveled. Once the possessor becomes used to this benefit, he or she can effectively extend the daily

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movement by 25% and suffer no ill effects. Neither of these powers uses any charges.

The chief power of the *rod of transport* lies in its ability to conjure a mount for the owner. The mount is created for a 12-hour period, as though the owner of the rod has cast the 1st-level wizard spell *mount*. Expending one charge conjures a mule or light horse; two charges conjure a draft horse, war horse, or camel; three charges conjure an elephant with howdah; and five charges conjure an air elemental who will carry the character for the day, flying at a Movement rate of 36. The mounts will fight as appropriate, but the air elemental will only defend itself. One in ten *rods of transport* also possesses the ability to *shadow walk*, as the 7th-level wizard spell. *Shadow walking* costs one charge per turn, and allows movement at a rate of seven miles each turn.

The *rod of expeditious transport* may be recharged by a 13th-level wizard. Charges used by *shadow walking* must be recharged by a 15th-level wizard.

Extendable Hand of Enjoyment

XP Value: 300

GP Value: 1,500

DRAGON Magazine 134

This device is an iron rod 18 inches in length with a hand mounted on the end. The hand is wrapped in leather and feels warm; it is also jointed as a normal hand, and can grasp objects like a normal hand with 18 Strength on mental command. In addition, the rod can extend up to 30 feet at the jester's mental command, without gaining any weight. The jester can mentally create two different joints (or elbows) in the rod wherever he wishes. The *extendable hand of enjoyment* can be used to pick pockets at the same chances for success as the character using it has, but it cannot catch hurled objects.

of Flailing

XP Value: 2,000

GP Value: 20,000

DUNGEON MASTER Guide

This magical weapon faintly radiates alteration magic when subjected to a *detect magic* spell. Upon the command of its possessor, the weapon activates, changing from a rod of normal appearance to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (base damage 1d4+1, S-M/L); otherwise, it is a footman's weapon (base damage 1d6+1/2d4, S-M/L).

In either form, the weapon has a +3 bonus to attack and damage rolls. Each of the weapon's two heads can be used to attack, so double hits can be scored, either on a single opponent or on two opponents who are man-sized or smaller and standing side by side.

If the holder of the rod expends one charge, +4 bonuses are gained on Armor Class and saving throws for one turn. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

of Generalship

XP Value: 5,000

GP Value: 25,000

Old Empires

This magical rod is a 2-foot-long scepter of pure gold, decorated with rubies, diamonds, and pearls. When this rod is raised in battle, the troops commanded by the general holding it gain a +2 bonus on attack and damage rolls and morale, and a -2 bonus to Armor Class.

This effect lasts 3d4 turns and may be used only once per day. The rod may be used once per day; it has a radial area of effect of 200 yards. It is a favored battlefield piece of the priests of Aosauran of the Three Thunders. It has also been used by the priests of Horus-Re and Anhur. Three of these items are known to exist.

of Glyph Creation

XP Value: 3,000

GP Value: 15,000

DRAGON Magazine 50

This is a charged item whose sole function is to create certain *glyphs of warding*. The rod would have a predetermined set of *glyphs* (up to three), each of which would require more charges. For example, a rod might contain *Fryz*, cast by using one charge, *Cino* using two, and *Wod* using three charges—the name of the glyph being the appropriate command word. The item would be used by touching it to the area to be warded (the size of which should also be predetermined and constant). Only a priest can use it, and it does not automatically give the priest the power to cast that particular glyph.

of Health

XP Value: 6,000

GP Value: 25,000

DUNGEONS & DRAGONS Rules Cyclopedic

Usable only by priests, this rod has all the powers of a *staff of healing*, but expends no charges. It

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can affect any one creature once a day, despite the effect chosen.

of Indestructibility

XP Value: 2,500

GP Value: 17,500

POLYHEDRON Newszine 43

This 3-foot-long, 1/2-inch-diameter rod resists almost any attempts to bend or break it. (The DM may grant a 1% chance of breakage only if the rod is subjected to extreme forces driven by magical power.) The rod can be used to thrust into trap works or to stop a descending ceiling by wedging it against the floor. Oddly enough, the rod cannot be used as a weapon. Any blow struck with it does no damage at all, despite its hefty feel and obvious durability.

of Inertia

XP Value: 3,000

GP Value: 15,000

DUNGEONS & DRAGONS Rules Cyclopedia

Only a priest or fighter may use this unusual item. It may be used as a *spear* +3 in all respects. On command of the user, it stops wherever it is, and it cannot be moved by any means except a *wish*. A second command releases it. If the rod is in motion when stopped, it continues its direction when released. For example, it may be thrown at a door and commanded to stop and later released. If an enemy enters when the rod is released, it continues toward the enemy (a normal attack roll is made). If the user falls, a command will stop the rod suddenly, and the user may hold onto the rod.

Iron Rod of Parn

XP Value: 14,000

GP Value: 70,000

DUNGEON Magazine 15

The *iron rod of Parn*, made of a light alloy of iron, is 4-feet in length and has a dull black finish. Seven magical runes are engraved in crimson along its length, each rune representing a facet of the rod's power: *cause fear* (as an adult dragon) at will; *speak with dead* once a day; *cloudburst* twice a day; *animate dead* three times a day; *control weather* twice a week; *earthquake* once a month; *control* up to 10 Hit Dice of undead, with concentration (as a *conjure elemental* spell) once a week. All these powers are at the 12th level.

The *cause fear* power activates instantly at will, while the other powers take two segments to activate. Only priests and fighters can control the rod's powers. If it is used by a priest of evil align-

ment, the rod can control triple the number of Hit Dice of undead (30). The appropriate rune must be touched to activate each facet of the rod's power. A *read magic* spell identifies each of the seven runes on the rod, six per round. In order from top to bottom they are: "fea" for fear, "necros" for communication with the dead, "mimbros" for precipitation, "necron" for animation of the dead, "meteris" for weather control, "terron" for earth movement, and "necrinis" for control of undead. The rod has no charges, but its abilities are limited to the number of uses listed previously.

In its *cursed* state, the rod has a mind of its own (being possessed by its evil creator's will) and uses its powers to transform the wielder into a shade as described below. The rod can be used as a melee weapon, striking as a +2 magical weapon for 1d6+2 points of damage. Unless the *curse* is removed, the rod radiates strong evil under scrutiny of a *detect evil* spell. It radiates very strong magic if scanned with a *detect magic* spell.

If the *curse* is successfully removed, the essence of the captive evil priest is detached from the rod and sent into oblivion. The device can then be used without danger of its wielder being transformed into a shade. However, the rod must additionally make a saving throw vs. spell (as if it were a 12th-level priest). If it fails this save, one to four powers (numbers 2-7 only) are lost forever as a result of severing the strong bond between the evil priest's will and the magic of the *iron rod of Parn*.

If the current shade under the rod's influence is destroyed without first removing the *curse*, the device tries to entice another living victim to take hold of it. Treat this action as if the rod has cast a *suggestion* spell on everyone in a 20-foot radius. Those who fail to save vs. spell (wisdom bonuses applicable) feel an immediate and uncontrollable urge to grasp the rod. Should more than one creature be affected, an initiative roll modified by Dexterity must be made for each victim to determine who gets to the device first. Once held by a living being, the rod begins the transformation of the holder into a shade by slowly stripping the wielder of his positive life force (which also serves to power the device). As long as a living being holds onto the rod or is within 100 feet after initial contact, he or she becomes a shade within 3 to 8 hours. If the intended victim moves

farther than 100 feet from the rod, the transformation is negated.

A fully transformed shade retains all of the equipment it had before the transformation. It takes up the rod upon completion of the transformation (if it does not have hold of it already) and uses it along with its own equipment to destroy all living creatures in sight.

If a *remove curse* spell is successfully cast upon the rod before the shade under its influence is destroyed, the *curse* is removed and the shade is released from the device's control. However, the shade remains a shade unless a *wish* spell is cast to reverse the transformation.

of Justice

XP Value: 2,000

GP Value: 10,000

The Five Shires

A *rod of justice* is an iron rod +2 that smites for 2d4 points of damage. On command, it can *hold person* by touch, rather than doing damage—such immobility affecting only one target per round, lasting for 1d4+1 rounds, and being in all other respects like the priest spell.

of Leadership

XP Value: 5,000

GP Value: 30,000

Land of Fate

This powerful rod may be wielded by either a fighter or a priest, and is prized by military units for its effects. All friendly individuals and creatures within 120 yards of the wielder have their morale increased to fanatic (17) status. In addition, friendly and allied beings within 30 yards are immune to fear and gain a +4 on saving throws that otherwise affect emotions.

In addition, the rod may be used as a mace that inflicts 1d10+6 points of damage and can paralyze the target on touch, at the user's mental command. This last effect drains the rod completely. Once the *rod of leadership* has been drained, it loses all other functions and becomes nonmagical.

Lightning

XP Value: 4,000

GP Value: 30,000

DRAGON QUEST Game

This plain shaft of black wrought iron is warm to the touch and tingles when a hero holds it. Three times a day, it can be used to cast a *lightning bolt* spell. Like the spell, this rod causes 2d6 points of damage per bolt. Only wizards can use this item.

of Lordly Might

XP Value: 6,000

GP Value: 20,000

DUNGEON MASTER Guide

This rod has magical abilities, but it can also be used as a magic weapon—several different magical weapons, in fact. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and a series of studs set along its length. It weighs 10 pounds, and requires 16 or greater Strength to wield properly (-1 penalty to attack rolls for each point of Strength below 16).

The magical abilities of the rod are:

- Paralyzation upon touch, if the wielder commands.
- *Fear* upon all enemies viewing it, if the wielder desires (6-foot maximum range).
- Drain 2d4 hit points from a touched opponent and bestow them upon the rod wielder, up to the rod wielder's normal maximum.

Each such function draws off one charge from the rod. These functions entitle victims to saving throws vs. spell, except for the draining function above—this requires a successful hit during melee combat.

The weapon uses of the rod do not use charges. These are:

- *Mace* +2
- *Sword of flame* +1 when stud #1 is pushed. A blade springs from the ball; the ball becomes a hilt. The weapon shortens to an overall length of 3 feet.
- *Battle axe* +4 when stud #2 is pushed. Again, a blade springs forth at the ball, and the whole lengthens to a length of 4 feet.
- *Spear* +3 when stud #3 is pushed. The sword blade springs forth, and the handle can be lengthened up to 12 feet, to total length of from 6 feet to 15 feet. In 15-foot length, the rod is suitable for a lance.

The following mundane uses of the rod do not use charges:

- *Climbing pole*. When stud #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens from 5 to 50 feet in a single round, stopping when stud #4 is pushed. Horizontal bars, 3 inches long, fold out from the sides, 1-foot apart, in staggered progression. The rod is firmly held by spike and hooks and bears up to 4,000 pounds of weight. It retracts when stud #5 is pushed.



class and race, are randomly determined, but the resurrected character will have the same level as its predecessor.

of Many Things

XP Value: 7,500

GP Value: 25,000

DRAGON Magazine 91

In its inactive state, a *rod of many things* seems a featureless shaft of silver, 3 feet long and 1 inch in diameter. An *identify* spell reveals that this device can be commanded to form itself into many other items, but the spell does not reveal what shapes can be assumed or the means of getting the rod to take on those shapes.

In truth, all that is required to cause the rod to take on a particular shape is a specific mental command naming the desired object. The wielder of the rod can also issue a general command for the rod to "do something," which causes the rod to shape itself into one of the forms given on the following table. (This often happens when a new owner is trying to figure out what the rod can do.) Every time the *rod of many things* assumes a certain shape, the owner of the rod is thereafter able to "call up" that particular item by name. The owner may use guesswork to find out if a certain shape is possible, and if he guesses correctly, the desired object takes form. If a specific guess names an item the rod is incapable of forming, the wielder must save vs. spell or suffer 2d6 points of electrical shock damage. It is possible for one owner to pass down information to a new owner about what a *rod of many things* can or cannot do. If a rod is offered for sale along with an extensive list of shapes it can assume, the gold piece value would be increased by a significant amount over the base figure given at the beginning of this description.

Because the rod is made of pure silver, any weapon shape it forms can be used to attack monsters that are vulnerable to silver weapons. Though weapons "created" by use of the rod have no attack roll or damage bonuses, they can be used to attack any creature hit only by a +1 or better weapon. The user suffers an attack roll penalty when attempting to use a weapon for which he or she has no proficiency. All class restrictions on weapons still apply, too—a priest could make a *rod of many things* into a dagger (or any other edged weapon) to cut a rope, but could not use the dagger in combat.

The rod retains any shape into which it is

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- The ladder function can also be used to force open doors. The rod's base is planted 30 feet or less from the portal to be forced and in line with it. The force exerted is equal to storm giant Strength.
- When stud #6 is pushed, the rod shows magnetic north and gives the owner an approximate depth beneath the surface (or height above it).

The *rod of lordly might* cannot be recharged. When its charges are exhausted, all magical abilities cease, as do all weapon functions except the *mace* +2. The rod continues to work in all other ways.

Malice's Rod of Reincarnation

XP Value: 12,000

GP Value: 60,000

1992 Fantasy Collector Card 266

This rod was bestowed upon Matron Malice Do'Urden when she was high in the favor of Lolth, but she kept its existence a secret and it passed out of knowledge with her death. It has the powers of a *rod of resurrection*, but it has a horribly evil power as well—when its wielder scores a hit (two uses only), the victim is instantly destroyed and reincarnated as a completely new character! (Saving throw allowed for no effect.) All character attributes, including



formed until the wielder issues a mental command for it to change back to its inactive state. The rod cannot change directly from one shape into another, and any attempt to command it to do so has no effect. (A treasure hoard might contain a weapon or other item that is actually a *rod of many things* in disguise, having been changed to a certain form but then separated from its owner before being commanded to change back.)

Roll	Item formed	Roll	Item formed
01-04	Axe, hand	51	Jo stick
05-06	Broom	52-53	Lance, light
07	Bo stick	54-57	Mace, footman's
08-09	Cable, 50' long	58	Needle
10	Candlestick holder	59-61	Oar
11	Club	62	Pick, military
12-13	Crowbar	63-65	Poker, fireplace
14-16	Dagger	66-67	Pole, 10' long
17-19	Dart	68-69	Scimitar
20-21	Flail, footman's	70-71	Spade
22-24	Fork (for dining)	72-75	Spear
25-27	Fork, hay	76-78	Staff, quarter
28-30	Fork, military	79-80	Sword, bastard
31-32	Guisarme	81-83	Sword, broad
33-36	Halberd	84-89	Sword, long
37-41	Hammer	90-93	Sword, short
42-46	Hoe	94-95	Sword, 2-handed
47-48	Hoof pick	96-98	Trident
49-50	Javelin	99-00	Toothpick

of Melting

XP Value: 3,000

GP Value: 12,000

DRAGON Magazine 99

This item, usable by a member of any character class, is the bane of all magical *swords*, particularly those with innate intelligence. It destroys magical swords through heat, which an intelligent sword perceives as pain. If used to destroy a sword when not in combat, the user simply touches the rod to the sword and gives the command word to activate it. If the sword fails a saving throw vs. disintegration (as hard metal), the sword melts within a single round. Anyone touching the liquefied sword or holding the sword as it melts takes 4d6 points of damage (save vs. rods for half damage).

In combat, the wielder of the rod must concentrate on striking the opponent's sword, which is considered to have a base AC 0 (with bonuses for magical protective devices applicable, such as from a *ring of protection*, but not from bracers

of defense). Any misses against the sword do not strike the sword's wielder. If a sword is struck while in combat, it gains a +2 bonus to its saving throw due to the circumstances of combat. If this save fails, however, the sword quickly accumulates dangerous thermal energy, and the wielder takes the damage and drops the weapon (no saving throw). The sword often sprays a 5-foot area around it with sparks and pyrotechnic light as it melts, though this display is not dangerous. A sword with speech capability emits a death shriek that deafens all within 30 feet of it for 1d6 turns, if the effected creatures fail to save vs. wands.

There is a 5% chance per ego point of a given sword that it explodes when it fails to save against the *rod of melting*. Such a blast causes 1 point of damage per ego point the sword possessed to all beings within 30 feet of it. If this occurs, the rod must save vs. disintegration (as hard metal), or it, too, is destroyed, forcing its wielder to take 4d4 points of damage and drop it as well.

A *rod of melting* cannot be recharged. Each time an attempt is made to destroy a sword, whether successful or not, a charge is used for every point of Ego that the sword possesses, if it is intelligent. If the sword is mundane, the rod uses one charge per attack bonus of the sword. The rod does not affect nonmagical swords or any other magical or nonmagical weapons or items. If used against a living creature, it may be treated as a jo stick for damage. It has no effect at all against iron golems.

Monadic Deva

XP Value: N/A

GP Value: N/A

Outer Planes MC Appendix

The strong stewards of the gods, the monadic devas, carry great metal rods that are enchanted to give an additional +3 on all attack and damage rolls. This weapon has all properties of a *rod of smiting*. These powers can never be employed by anyone save the monadic deva that owns the weapon. The rod never runs out of charges. If a solid creature (for example, one made of stone) or a metal-armored opponent is struck, the target suffers an additional 1d8 points of damage per hit above the powers of a *rod of smiting*.

of the Monolith**XP Value:** 3,000**GP Value:** 15,000

Land of Fate

This magical rod allows an individual to control the creature summoned by the *elemental monolith* spell, to direct its actions, and to send it back into its native plane. The monolith must fail a saving throw against death magic for the rod to function this way; control may be attempted each round, and the rod expends no charges until control is established. Then, one charge is expended for each round of control.

Moto moto Rod

Moto moto rods have their own entry, see **M**.

of Onnwal**XP Value:** 4,000**GP Value:** 15,000

GREYHAWK Adventures

This magical rod was originally created to help protect the inhabitants of Onnwal against the fierce storms that regularly lash the Sea of Gearnat. It is also known to have been used effectively against dust storms in the Bright Desert, blizzards in the northern countries and on the windy peaks of various mountain ranges.

Upon command, the rod causes air in a 50-foot radius to become calm, wind velocity 0. It can negate damage to structures as long as the side the wind is blowing against can be included in the rod's radius of effect. However, the rod does not influence rain, snow, or any solid objects carried upon the wind and hurled into its area of effect. The rod cannot protect a flight of missiles that is fired or hurled outside its area of effect.

The rod prevents damage from creatures employing high winds as a special form of attack. For example, an air elemental could attack normally, but couldn't attack in whirlwind form. Each use of the rod drains one charge. Each charge lasts one hour, and the rod can be recharged.

of Orbs**XP Value:** N/A**GP Value:** Priceless

Lost Ships

The secret of making these rare rods is now lost. Some believe they are relics of vanished human spacefaring races. Others think they were devised by the arcane, to prevail in early conflicts with beholders. Several archmages are known to be researching a means to recharge them; if any have accomplished this, the achievement remains a secret. The rods

crumble instantly to dust when drained.

A *rod of orbs* is easily told from most other rods. Fashioned of brass or bronze, it has two bulbous, eye shaped ends. When grasped, the rod gives the holder *infravision* to a 90-foot range (draining no charges).

Once per turn, the bearer can mentally command the rod to bestow *x-ray vision* (as the magical ring) for a continuous four-round period. The power can be ended earlier if the rod wielder wills, but unused time cannot be saved for later or used in a succession of shorter amounts. This drains 1 charge per activation.

Once per day (a 144-turn period), the rod can be willed to give the wielder an indivisible, continuous, five turn period of *true seeing* (as the 5th-level priest spell, save that the rod gives no vision into the Ethereal or adjacent planes). This function drains 2 charges.

The rod also confers immunity to all gaze-related attacks (beholder, catoblepas, medusa, umber hulk, vampire, all others), at a cost of 1 charge per attack. The rod must be held to confer such protection, but need not be wielded. When in such a state, the holder is automatically protected—and may not even be aware that a particular attack has been made (if the rod is not held, its protection is not used, and no charges are lost to gaze-related attacks of any sort).

The wielder can will the rod to provide *reflection*, which costs 2 charges per attack protected against, instead of one. Unlike a *gaze reflection* spell, the rod's protection and reflection work against all forms of eye-related attacks, including the passive sort (medusa, umber hulk), the powers of magical items such as *cusps*, *eyes*, and *orbs*, and magical powers that are released from living orbs, such as a beholder's eyes.

of Parrying**XP Value:** 1,000**GP Value:** 10,000

DUNGEONS & DRAGONS Rules Cyclopedica

This *rod +5* can be used as a melee weapon, inflicting 1d8+5 points of damage per hit (but no Strength bonus applies). It may also be used to parry attacks, if the user chooses this ability at the beginning of a round. When attacked in melee, the user's Armor Class gains a +5 bonus while parrying; however, this does not apply to avoiding missile fire. While using the *rod of parrying*, no other action is possible except a fighting withdrawal maneuver. This rod is usable by any character.

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of Passage

XP Value: 5,000

GP Value: 50,000

DUNGEON MASTER Guide

This potent item allows its wielder to perform any of the following, one at a time, each round: *astral travel*, *dimension door*, *passwall*, *phase door*, and *teleport without error*. It is necessary to expend one charge to activate the rod, but once it is activated the owner can perform each of the listed functions once. The rod remains charged for one day, or until each of the five functions is used. None of the functions can be used a second time unless another charge is expended, when all five of the functions again become available.

With respect to *astral travel*, the wielder can elect to use the rod on as many as five creatures (one of which must be the wielder himself). Each creature then takes on and can travel in astral form. Any remaining functions of the rod are canceled by this action. The rod travels into the Astral Plane along with the wielder and any other affected creatures. It cannot be used or reactivated until it is returned from the Astral plane.

This five-in-one effect doesn't work with respect to the rod's other powers; only *astral travel* can be used more than once per activation, and only in the manner described. The rod exudes a magical aura of alteration and evocation. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, recharging the rod requires a wizard of at least the 20th level.

Quirks of Magical Rods*

XP Value: —

GP Value: —

DRAGON Magazine 163

The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry. The following tables have been created to add some spice and variety to existing magical items in the AD&D game world. A table of non-standard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and they function exactly as a standard item of the same type in the DMG. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes

wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to determine the exact quirks a magical rod possesses.

Roll	Quirks Present
01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Magical Rod Quirks

Roll	Result
01-04	Rod is inefficient; double the number of charges expended for each use.
05-07	Rod has an extra command word that allows it to shrink to half its normal size or return to its normal size.
08-13	Rod is made of metal and is magnetic; consequently, the rod is attracted to any large concentration of metal of at least 30 pounds.
14-18	Rod glows a random color (as <i>faerie fire</i>) whenever its powers are used.
19-22	Rod radiates <i>nondetection</i> and registers negatively at any attempt to <i>detect magic</i> .
23-25	Rod does 1 point of damage to its wielder each time that the rod's powers are used.
26-30	Rod is easily broken; the rod must make all saving throws at -2 to the roll.
31-34	Somatic gestures and a command word are necessary for activating the rod's powers. The gestures force the user to suffer a -1d4+4 initiative penalty. If the gestures cannot be performed (say, if the wielder's arms are tied), the rod does not work.
35-39	Rod does not work if the wielder's hand is covered, gloved, or gauntleted.
40-44	Rod is unstable; it fizzles out and does nothing 10% of the time that is activated.
45-50	Rod is unaffected by fire, magical or normal.
51-52	Rod is <i>invisible</i> to everyone except its user.

- 53-55 Rod's wielder must concentrate for one round when speaking the command word to activate the rod's powers.
- 56-60 Rod is unaffected by acid.
- 61-63 Rod cannot be snapped or broken by any creature of less than 18/50 Strength. This also applies to any retributive strike made by another wand, staff, or rod.
- 64-68 Rod does not work if the wielder is wearing metal armor of any kind (including elven chain mail).
- 69-71 Rod tends to overload. It can be used up to three times in a 24-hour period. Any attempted uses beyond that limit cause the rod to short itself out for 24 hours, and the charges activated are lost.
- 72-74 Rod is extremely powerful; any saves against its effects are at -2 to the die roll.
- 75-79 Rod is unable to function in environments colder than freezing.
- 80-83 Rod is unable to function in environments warmer than normal human body temperature.
- 84-86 Rod does not function underwater.
- 87-89 Rod activates whenever the command word is spoken by anyone within 30 feet, whether it is held or not.
- 90-93 Rod can be used as a weapon (if it is not already one). It has a +1 bonus with respect to hitting creatures unharmed by normal weapons, but has no actual bonus to hit or on damage. A wand does damage as a jo stick; a rod does damage as a club; and a staff does damage as a quarterstaff.
- 94-96 If all of the rod's charges are used, the rod explodes in a fiery blast. The blast has a radius of 15 feet and does 5d4 points of damage to anyone therein. Those within 5 feet of the rod receive no saving throw; others may save vs. breath weapons for half damage.
- 97-99 Rod is capable of being placed in automatic mode; every round, it performs one function as designated by the wielder, using the normal amount of charges, until it is taken out of automatic mode. During this time, the wielder can cast short spells (initiative modified spells of three or less), or melee with a -1 penalty on attack rolls.
- 00 Rod is intelligent; roll on the Sword

Intelligence Table (see **Sword, Special**) and disregard any result of no intelligence. The rod also has an ego; its personality must be determined as well. Though the rod does tell its owner of the powers it offers, it never reveals the number of charges it possesses. Note that an intelligent rod never willingly uses its last few charges. These rods can always be recharged, regardless of type.

Ranike

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 197

This rod, made of the wood of the ranike tree, is a useful weapon against the giant insects of Athas. In combat, it strikes as a *club +1* and may be used by any PC class that can wield a club. Whenever it strikes a giant insect, including thri-kreen, it gives off a puff of smoke like that created by burning ranike sap, expending one of its 41-50 (1d10+40) charges in the process. This cloud stays around the target, no matter what the victim does, reducing it to utter helplessness if a saving throw vs. rods fails at -4 on the roll. The enemy can neither attack nor defend, and its only movement is to fall to the ground and thrash blindly in agony. Its helplessness gives any enemy that strikes at the victim a +1 bonus to attack rolls until the cloud dissipates. If the *ranike rod* is used in further attacks, it does not release more clouds on an already-struck victim until the original one has dissipated in four rounds, thus saving charges. It may not be recharged.

of Rastinon

XP Value: 5,000

GP Value: 40,000

The House of Gryphon Hill

This transforming *crystal of wondrous power* operates the soul transport function of the *alchemist's apparatus*. Without this rod, the alchemist's machine can only perform transference; the union and splitting of souls will not occur. The rod is a crystalline shaft 2 feet long and 1/2-inch in diameter. Silvery sparks occasionally flicker along the inside its length, crackling quietly.

There is a 5% cumulative chance per round that a deliberate attempt to break the device will work. If this takes place, then only the destruction of the apparatus can resolve the dilemma posed by evil. Transpossession may take place, but the alchemist is without hope, the nightmare continues, and the PCs earn the full wrath of the Creature.

The secret of making the rod has been lost. According to legend, several were made, but only this one, so far, has been recovered.

of Resurrection

XP Value: 10,000 **GP Value:** 35,000

DUNGEON MASTER Guide

This rod enables a priest to resurrect the dead, even elf, dwarf, gnome, or halfling dead, as if he or she were of high enough level to cast the *resurrection* spell. No rest is required, since the rod bestows the life giving effects.

The rod can be used once per day. The number of charges used to resurrect a character depends on class and race. Total the number of charges indicated for the characters class and race:

Class	Charges	Race	Charges
Priest	1	Dwarf	3
Druid	2	Elf	4
Fighter	2	Gnome	3
Paladin	1	Half-elf	2
Ranger	2	Halfling	2
Wizard	3	Human	1
Illusionist	3		
Thief	3		
Bard	2		

Multiclassed characters use the least favorable category; do not add the charges for the two or three classes. The rod cannot be recharged.

In Kara-Tur: Include these in the *rod of resurrection* tables:

Class	Charges	Race	Charges
Barbarian	3	Ninja	4
Bushi	2	Samurai	3
Hengeyokai	3	Shukenja	1
Human	1	Sohei	1
Kensai	2	Spirit folk	4
Korobokuru	3	Wu jen	3
Monk	3	Yakuza	3

of Rulership

XP Value: 8,000 **GP Value:** 35,000

DUNGEON MASTER Guide

The individual who possesses this magic rod can command the obedience and fealty of creatures within 120 feet when he or she activates the device. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice or

levels are entitled to a saving throw vs. spell. Ruled creatures obey the wielder of the *rod of rulership* as if he or she were their absolute sovereign. Still, if the wielder gives a command that is absolutely contrary to the nature of those commanded, the magic is broken. The rod has a casting time of 5. Each charge lasts for one turn. The rod cannot be recharged.

In Ravenloft: Anyone controlling undead or extremely evil creatures for personal gain is at risk. In this case, the user of the rod must make Ravenloft powers check.

of Security

XP Value: 3,000 **GP Value:** 30,000

DUNGEON MASTER Guide

Each time a charge is expended, this rod creates a nondimensional space, a "pocket paradise." There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time—the maximum being 200 days divided by the number of creatures affected. The rod's owner can stay for 200 days; four creatures can stay for 50 days; a group of 60 creatures can stay for three days. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

In this "paradise," creatures don't age (except from magical causes such as the casting of a *wish* spell), and natural healing and curing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved, so that protection from the elements is not necessary.

Activation of the rod causes the wielder and as many creatures as were touched with it to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing everyone to be "touched" by the rod at once.)

When the rod's effect is canceled or expires, all of the effected creatures instantly reappear in the spaces they occupied when the rod was activated. If something else occupies the space that a traveler returns to, the traveler's body is displaced a sufficient distance to provide the space required.

The rod can be recharged by the joint efforts of a priest of at least 16th level and a wizard of at least 18th level.

Segojan Earthcaller's Rod

XP Value: —

GP Value: —

Monster Mythology

Segojan wields a quartz rod +3. It can be touched to stone to bring forth a stone golem, once per day, which stays for the whole day to serve Segojan.

of Seven Parts

XP Value: —

GP Value: —

Eldritch Wizardry

The seven parts of this rod are scattered in various spots around the world. When the first part (the smallest) is found, it appears as a small wand, but does nothing and has no power. It will, however, lead its user in the direction of the second part of the rod, if the user wishes to find it. If the second part of the rod is found, it must be connected to the first part until the third part is found. If the parts are not found in order, the out-of-order parts randomly teleport away from the user. From then on, until the last part is found and assembled, the user may not let go of the rod (unless, of course, death . . .). The first two parts of the assembled rod have the effect of one power stated below, and lead the user to the third part. When found and assembled, the third part stops the second part from having any further effect, gives the user one new power, and leads to the fourth part. The addition of each new piece gives the rod only the power of the new piece. Once the assembly process has begun, the rod cannot be disassembled, but once it is completely assembled, there is a 5% chance each time it is used that all the pieces separate and must be assembled again in the proper order (and with the effect of each piece). Once assembled, the rod has the following powers:

Assembled

Pieces	Power
1	None
1-2	User attacks anyone within 20 feet.
1-3	Move at double speed.
1-4	User cannot touch or be touched by any type of metal, it simply passes through the body with no effect.
1-5	Generate a 20-Hit Die <i>lightning bolt</i> once per day.
1-6	User sustains double damage when attacked while using artifact or relic.
1-7	All of user's abilities are raised to scores of 18 (18/00 for Strength), as long as user owns the relic.



of Seven Parts II

XP Value: —

Book of Artifacts

GP Value: —

The *Rod of Seven Parts* is a 5-foot-long black, unadorned pole, broken into pieces measuring 4, 5, 6, 8, 10, 12, and 15 inches in length. The parts fit together in order of ascending length; the 4-inch tip (which resembles a short wand) is the thinnest part, the 15-inch head is the widest, and the rest of the pieces broaden steadily from the tip to the head. The rod originated in Greyhawk.

Eons ago, a great war was waged between the Wind Dukes of Aaqa (the guardians of Law) and the Queen of Chaos. Those polar forces each craved the annihilation of the other, and were so obsessed with enforcing their ideologies that they spared no thought for good and evil. For many years the balance of power shifted back and forth, and neither side could achieve the upper hand.

Then the Queen of Chaos found a new commander—Miska the Wolf-Spider, who was so brutal and terrible to behold that the queen also took him for her consort. With the arrival of the evil Miska, the forces of Chaos were bolstered and the Wind Dukes began to fear eventual defeat.

Therefore, they left the Captains of Law to hold the line while they combined all of their powers and created a magnificent ebony *rod*. With the newly created artifact in hand, the Wind Dukes rejoined the war at the battle of Pesh. The Dukes gave the rod to the Captains of Law and bade them vanquish Chaos.

A fearsome battle raged for weeks, and the advantage shifted repeatedly between the foes. Finally, the Captains of Law surrounded the Wolf-Spider, and before the legions of Chaos could swarm to their leader's side, the rod was driven through Miska's body. For a moment, every soldier stood terrified by the horrible scream of the general. Miska's foul blood covered the rod and penetrated it as he writhed on the ground, and the magical forces of law that had been infused into the rod were combined with the essence of chaos in Miska's blood, which ruptured the rod and shattered it into seven pieces. Meanwhile, the Wolf-Spider was cast through a planar rip created by the explosion, and he is still lost on an unknown plane. The queen's soldiers converged upon the site in an attempt to capture the parts of the *rod*, but the Wind Dukes intervened and magically scattered the pieces across

the world.

Ever since that time, agents of the queen have been ordered to seek out the rod at any cost. It is rumored that if she regains all the parts, she can use the reconstructed rod to find the Wolf-Spider and return him to her side, when the wars will begin anew.

The DM may decide that the *rod of seven parts* is best used by nonplayer characters, for those who use the rod suffer an immediate shift to an ultra-lawful alignment that would make a paladin seem unprincipled—good and evil become thoroughly irrelevant to the user, so long as Law is maintained. This renders most characters effectively unplayable, and few players will even want to attempt it.

No adventure with the rod is complete without the Queen of Chaos, who dwells upon the artifact. A campaign with the rod would typically involve a clash between the PCs and agents of the queen as pieces of the rod begin to surface. Perhaps the PCs might "accidentally" find a piece of the rod and then find themselves harassed by the soldiers of Chaos, who try to take it from them.

The adventurers also might discover that agents of the queen have found four segments of the rod. To prevent war and a major shift in the balance of power, the party must either steal the recovered pieces or beat the queen's servants to the next part.

Constant Powers: Each part of the rod conveys an impression of the direction in which the next larger piece lies.

Invoked Powers: Each piece of the rod has its own minor power: The 4-inch tip can *cure light wounds* (1/day), the 5-inch segment can *slow* (1/day, 23 rounds), the 6-inch part will *haste* (1/day, 23 rounds—owner doesn't age); the 8-inch piece can create a 10- by 200-yard *gust of wind* (5/day), the 10-inch part affords *true seeing* (1/day, 20 rounds); the 12-inch segment can *hold monster* (1/day, 20 rounds), and the 15-inch part *heals* (1/day).

Resonating Powers: As the segments come together, the rod increases in power. The connected pieces retain their minor powers, but a major power manifests with the addition of each part. Invoked major powers are cast at the 20th level.

With two parts, the character can *fly* at will; three segments add 20% to the character's magic

resistance; four segments allow the user to *control winds* (2/day); five pieces grant the power to *shape change* (2/day); six segments enable the owner to *wind walk* (1/day); and with the seventh and final piece assembled, the character can cast *restoration* (1/day).

In addition, the fully assembled rod radiates an aura of fearsome, icy law, affecting anyone within a 20-foot radius. All enemies (as defined under curse) who fail to successfully save vs. spell must flee in panic.

Curse: Created to serve order, the rod immediately changes any character possessing one or more of its segments to an absolute follower of law, beyond the most rigid standards of lawful goodness. The character feels compelled to intervene in all things and maintain the primacy of law over chaos, no matter the consequences for good and evil. Anyone, even close friends and other party members, not following the owner's strict views is perceived as an enemy.

Upon assembling three pieces, the owner refuses to part with the rod at any time, under any circumstances.

Assembling the rod can be a very difficult task, requiring extensive wards and glyphs (that take a full day to inscribe) to be placed upon each segment before they can be joined. Bringing two segments within a foot of each other without first taking these precautions causes the newest, largest piece of the rod to *teleport* 1d100 miles in a random direction—roll 1d10: 1) north, 2) north east, 3) east, 4) south east, 5) south, 6) south west, 7) west, 8) northwest, 9) straight up (1d10 miles), and 10) straight down (1d10 miles).

Having been violently shattered, the rod's new connections are very fragile, even with the best wards and glyphs. Anytime a major power is invoked, there is a 5% cumulative chance the rod breaks apart and each individual piece (except the segment held) will *teleport* in a random direction as described above, but twice as far. When the rod breaks apart, the *teleported* pieces lose all of their wards and glyphs.

All effects of the rod disappear with it.

Suggested Means of Destruction:

- All seven parts are simultaneously joined in the improper order, resulting in a 7d12×10 explosion.
- Turn the rod over to the Queen of Chaos, who will attempt to pervert its nature and neutralize it in the process. (Characters who do this are

not treated with respect by the queen.)

- Find Miska the Wolf-Spider and force both him and the rod to enter the Plane of Concordant Opposition together.

of Singing

XP Value: —

GP Value: 750

DRAGON Magazine 37

The *rod of singing* is a magical item usable by both priests and wizards, although neither class will appreciate its charms. When discovered, the rod behaves like any useful rod, but 5 to 30 minutes after picking up this device, a wizard or priest will begin to wave it as if conducting an imaginary band, and sings loudly and off-key. This noise has a one-third chance per turn of attracting wandering monsters and, if the monsters are intelligent, -1 the singer's reaction dice (due to the poor music quality).

The rod prevents the casting of spells by interfering with speaking and gesturing. It adheres magically, and can be removed only by a *remove curse* or *wish* spell. The person under the rod's control will continue singing as long as he or she is conscious, and resists all attempts change the situation.

of Smiting

XP Value: 4,000

GP Value: 15,000

DUNGEON MASTER Guide

This rod is a +3 magical weapon that inflicts 1d8+3 points of damage. Against golems, the rod causes 2d8+6 points of damage, and any score of 20 or better destroys the golem. Any hit on a golem drains one charge.

The rod causes normal damage (1d8+3) vs. creatures of the Outer Planes. Any score of 20 or better draws off one charge and causes triple damage (1d8+3×3). It cannot be recharged.

of Smiting II

XP Value: 4,000

GP Value: 15,000

A Dozen and One Adventures

Besides the powers described for the *rod of smiting*, this rod inflicts double damage (2d8+6) when wielded against a copper automaton or living idol, and destroys an automaton or idol on a natural roll of 18–20.

of Splendor

XP Value: 2,500

GP Value: 25,000

DUNGEON MASTER Guide

The owner of this rod receives a Charisma of 18 for as long as the rod is carried on his or her person. All garments of the user (including armor) seem to be of the finest quality and condition, although no special magical benefit (such as a change in Armor Class) is granted.

If the user already has a Charisma score of 18 or better, the rod does nothing. When the user expends one charge, the rod actually creates and garbs the character in clothing of the finest fabrics, and adornments of furs and jewels. Apparel created by the magic of the rod remains in existence unless the owner attempts to sell any part of it, or if any of the garb is forcibly taken. In either of these cases, all of the apparel immediately disappears. The garments may be freely given to other characters or creatures, however, and remain whole and sound afterward. Characters bedecked in a magically created outfit can't replace or add garments by expending another charge—if the user tries this, the charge is simply wasted.

The value of any noble garb created by the wand is from 7,000 to 10,000 gp (1d4+6), the fabric worth 1,000 gp, furs 5,000 gp, and jeweled trim from 1,000 to 4,000 gp (10 gems of 100 gp value each, 10 gems of 200 gp value each or 20 gems of 100 gp value, and so forth).

The second power of the rod also requires one charge, this is the creation of a palatial tent—a huge pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent, temporary furnishings and food suitable for the splendor of the pavilion can be found, in sufficient quantity to entertain 100 persons.

The tent and its trappings will last for one day. At the end of that time, the pavilion may be maintained by expending another charge. If the extra charge isn't spent, the tent and everything associated with it (including any items taken out of the tent) disappear. This rod cannot be recharged.

of Teeth

XP Value: —

GP Value: —

Book of Artifacts

The *rod of teeth* is a sturdy length of bone, studded with human teeth. It appears to have been carved from a human femur, and the teeth are sunk into the bone root-first. Strange runes and whorls are carved into the rod, and inix leather



provides its grip.

It is thought that the *rod of teeth* was originally carved by a powerful defiler named Atlak-Ta, who was the fetish-keeper of Lalali-Puy over 600 years ago and served the Oba of Gulg loyally for more than 11 decades. When Atlak-Ta died, an apprentice named Habbak claimed the rod and disappeared. It was last known to be in the possession of a defiler named Xactan, who lived alone in the Tablelands. Xactan was a traveler and explorer of ancient ruins, but seven years ago he vanished during one of his expeditions.

The *rod of teeth* makes an excellent addition to any villainous wizard's arsenal. It is an evil thing, but it is not overwhelmingly powerful. It can exist in the campaign as a temptation to magic-using characters—once they start to use it, it is difficult to stop using it! Optionally, the rod makes a great object for a search expedition. A powerful wizard or sorcerer-monarch may demand that the PCs find the rod and return with it in payment of some debt, or simply under the threat of some horrible fate.

Constant Powers: The *rod of teeth* acts as a *rod of absorption*, able to store spell levels equal to the number of teeth in the rod. Currently, there are 33 teeth in the rod. Each time a charge is expended, there is a 10% chance one of the teeth falls out. The rod of teeth is a +2 weapon that

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inflicts 1d8 + 2 damage per hit. The rod of teeth also provides a +2 bonus to saving throws vs. necromantic spells.

Invoked Powers: Any wizard struck by the rod must make a saving throw vs. spell, in addition to the damage sustained. If the saving throw fails, 1d6 spells are immediately drained from the victim's memory (highest-level spells first). Those spells are transferred to the wielder, who can cast them as a wizard (Wizards add these spells to those memorized.)

Curse: The user risks *artifact transformation*, as his or her alignment shifts to chaotic evil. Worse still, every time the spell-stealing power of the rod is used, there is a 5% chance the rod transfers the victim's psyche instead, suddenly replacing the wielder's psyche with the intended victim's. (PCs are then treated as NPCs.) Psyche-displaced characters retain the physical statistics of the host, but have the mental capabilities (proficiencies, spells, and psionics) of the victim. Meanwhile, the psyche-evacuated victim's body becomes a mindless husk that dies in 1d4+2 days.

This effect can be undone by triggering the power in reverse or by a *wish*.

Suggested Means of Destruction:

- When all teeth fall out, the rod is inert.
- Return all the remaining teeth to their original hosts (now long since buried).

of Terror

XP Value: 3,000 **GP Value:** 15,000

DUNGEON MASTER Guide

This rod is a +2 magical weapon that can inflict 1d6+3 points of damage per hit. Furthermore, the wielder can expend a charge to envelop him or herself in a terrifying aura. Clothing and appearance transforms the character into an illusion of darkest horror, such that all within 30 feet who view the apparition must roll successful saving throws vs. rods or be struck motionless with terror. Those who succeed on their save suffer a -1 penalty to their morale and must make immediate morale checks. However, each time the rod is used, there is a 20% chance the wielder permanently loses 1 point of Charisma.

of Victory

XP Value: 6,000 **GP Value:** 20,000

DUNGEONS & DRAGONS Rules Cyclopedia

Usable by any character, this rod makes the user lucky in war (when the War Machine mass combat

system from the *D&D® Rules Cyclopedia* is used). The following bonuses apply to that system:

- A +25 bonus applies to the Combat Results roll (to a maximum total of 100).
- On the Combat Results Table, if the difference in overall totals is 101 or more, the result for "91-100" is used, limiting the number of casualties.

of Weaponry

XP Value: 3,500 **GP Value:** 25,000

DUNGEONS & DRAGONS Rules Cyclopedia

This rod +5 is only usable by a dwarf, halfling, fighter, thief, or mystic. On command of the user, it elongates and may be divided into two weapons of the same size, each +2. Each of those may be similarly divided into two +1 weapons. The rod cannot be divided accidentally, and it can be reassembled simply by placing the parts together. Each weapon, of whatever size, inflicts 1d6 points of damage per hit, and magic bonuses (but not Strength bonuses).

of Welkwood

XP Value: 5,000 **GP Value:** 25,000

GREYHAWK Adventures

Fashioned from an oak branch, this item was created by druids serving the woodsmen who inhabit the majestic forest of Welkwood. When they enchanted the branch, they instilled in it their awe and respect for the great trees and vegetation that set this woodland apart.

The rod can be used as a *shillelagh* (magical weapon, +1 attack bonus, damage 2d4 vs. S/M or 1d4+1 vs. L). If charges are expended, the following effects can be created as if by an 8th-level druid:

- *Entangle* 1
- *Plant growth* 2
- *Wall of thorns* 3

The rod has up to 25 charges and can be recharged.

Whisper's Rod of Transportation

XP Value **GP Value**
 Lesser: 5,000 15,000
 Greater: 7,000 20,000

The Magister

This rod, devised by the wizard Whisper, allows the bearer to change location (initiative modifier of +2). He or she may *blink* (drains one charge), *dimension door* (drains two charges), or *teleport* (drains three charges). Each of these functions may

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be used twice a day. Five percent of these rods can also *plane shift* (drains five charges), but the destination is unknown, nor is it under the control of, the rod's employer. The rod's powers may affect not only the bearer but other creatures and objects in direct physical contact with the bearer, up to a limit of 666 pounds in weight. The rod may be deliberately "boosted" to affect 777 pounds in weight by the bearer, but this drains one additional charge, and drains a magical item (at random) within 20 feet. If no such item is present, the boost does not work, and someone or something is left behind (determine at random). If a large group of people *blink*, they must hold firmly together or scatter.

The rod cannot transport objects that are firmly anchored (walls, most altars, and bridges for example), and if the rod ever lacks enough charges to fulfil the desired function, a lesser function for which charges remain operates instead.

of the Wurm

XP Value: 5,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Rules Cyclopedia

Usable by any character, there are three types of these rods; determine the type randomly or select one.

Roll	Alignment	Dragon	AC	Breath
1-5	Lawful	Gold	-2	Fire/Gas
6-8	Neutral	Blue	0	Lightning
9-10	Chaotic	Black	2	Acid

Each is a *rod* +5 and each inflicts 1d8+5 (6-13) points of damage per hit (but without Strength bonuses). Once per day, the rod may be turned into a small dragon of the appropriate type. The created dragon has 30 hit points and can only be affected by magical weapons, item, and spells. It can understand and will faithfully serve the user of the rod to the best of its ability; it can act as messenger, steed, or guard. It fights to the death unless commanded otherwise. The dragon knows no spells. It returns to rod form on command; if slain in dragon form, however, it cannot return to rod form and is forever destroyed. Spells and other magical forms of healing can be used to heal the creature, if desired, but not after it is killed.

If a dragon is created by a user of a different alignment, the dragon attacks the user immediately, fighting to the death. When this occurs, it cannot be commanded to return to rod form.

Rope

Any magical rope that is broken or severed immediately loses its special properties.

of Climbing

XP Value: 1,000 **GP Value:** 10,000

DUNGEON MASTER Guide

A 60-foot-long *rope of climbing* is no thicker than a slender wand and weighs no more than three pounds, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, up, down, or any other direction, at 10 feet per round and attaches itself securely wherever desired. It returns or unfastens itself in a similar manner. A *rope of climbing* can also be commanded to knot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to 50-foot length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

of Constriction

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

This rope looks exactly like a *rope of climbing* or a *rope of entanglement*. As soon as it is commanded to perform some action, however, it lashes itself about the neck of the character holding it, and from 1d4 others within 10 feet. Everyone caught by the rope is entitled to a saving throw vs. spell. Anyone failing the saving throw is strangled and crushed (2d6 points of damage), and the rope continues to constrict until a dispel magic is cast upon it.

Creatures entwined by the rope cannot cast spells or free themselves. An unentangled character can cast *dispel magic* or try to cut through the rope—it is AC -2 and takes 22 points of damage to cut through; all damage must be inflicted by the same creature (not the one entangled).

of Entanglement

XP Value: 1,500 **GP Value:** 12,000

DUNGEON MASTER Guide

A *rope of entanglement* looks just like any other magical rope. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle up to eight human-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as follows:

Size	Value
Tiny	33*
Small	5*
Medium	1
Large	3
Huge	4
Gigantic	8

*Round up

Add the values of all creatures entangled to determine how many are affected by the rope. For example, the rope could entangle up to 24 Tiny creatures or 2 Huge creatures. Any combination of sizes is possible as long as the total value doesn't exceed eight.

The rope cannot be broken by sheer strength—it must be hit by an edged weapon. The rope is AC -2 and takes 22 points of damage to cut through; all damage must be inflicted by the same creature (not the one entangled). Damage under 22 points repairs itself in six turns. If a *rope of entanglement* is severed, it is destroyed.

Hrulgin's Rope of Entanglement

XP Value: 2,000

GP Value: 10,000

1992 Fantasy Collector Card 141

This item has been personalized for Hrulgin Beefbone, a dwarf bounty hunter. Like other similar, magical ropes, this one lashes forward 20 feet or upward 10 feet to entangle as many as eight man-sized creatures. It cannot be broken by sheer strength, but can be severed by an edged weapon (AC -2; requiring 22 points of damage to cut, and can only be cut by someone who is not entangled). Insufficient damage to sever the rope repairs itself in six turns. Unlike other *ropes of entanglement*, this one keeps one end free, to tie itself to Hrulgin's pack horse, allowing him to drag his prey home without untying it.

Infinite

XP Value: 2,000

GP Value: 10,000

Wildspace

Many versions of this useful item appear throughout the spheres. An *infinite rope*, since it can be nearly any length needed, is valuable to climbers, miners, and spacefarers.

Only the rarest *infinite ropes* are truly of infinite length. The great majority (99%) reach only a finite length. Usually, a rope can stretch to a maximum of slightly over one mile for each foot

of its original length. However, wide variation among ropes is possible.

Depending on the manufacturer of the item, the rope can be of many different varieties, from thin cord to a 6-inch thickness. Very rarely, the rope has other properties; elven rope and combination *infinite/climbing* ropes are obviously useful. The initial length of the rope also varies considerably, from pocket models 1 or 2 feet long, to the standard 50-foot coil.

Each rope stretches when the user speaks a unique command word and pulls. When the command word is spoken a second time, the rope stops stretching and can be anchored and used normally. The speaker must be touching the rope when using the command.

Speaking a second unique command word causes the rope to return to its original size, shrinking 10 feet per round. The shrinking can be stopped by speaking the second command word again. If the rope has been tied, it automatically unties itself unless the knot is secured with a *wizard lock* or other magical protection. It is risky to use the rope in long-term applications.

The rope cannot be used to compress or crush. If it is kept from retracting, it stops at the length where it met resistance. The rope must then save vs. crushing blow; if it fails, it snaps and is destroyed. When the command word is spoken again, it tries to retract again. It keeps doing so every time the command word is used until the resistance is removed.

Tallin's Tightrope

XP Value: 1,250

GP Value: 12,500

The Complete Thief's Handbook

This modified *rope of climbing* will only snake forward at an angle of up to 45° upward or downward, but it also enables its owner and up to five human size or smaller creatures touched by its owner to walk upon it as if they had the tightrope walking proficiency, with a +4 bonus to any proficiency checks required. Anyone not touched by the rope owner attempting to walk on it will suffer a -4 penalty to any saves or checks made while on the rope. In all other ways, this item is identical to a normal *rope of climbing*.

Rose



of Eternal Slumber

XP Value	GP Value
Single Rose: —	—
Wreath: 1,500	5,250
Bush: 3,000	10,500

DUNGEON Magazine 42

These powerful symbols of good were created to combat vampires. Once cut from a parent bush, the roses retain their magical potency for seven days. During that time, they have the following powers:

- Anyone holding a rose is immune to a vampire's *charm*. The rose breaks *charms* previously placed by a vampire, though victims do feel an unexplainable aversion to holding the flower.
- If presented forcefully to a vampire, the *rose* acts as a lawful-good holy symbol.
- If placed on a coffin, a *rose of eternal slumber* traps the vampire inside until it is removed by another creature. This gave the *rose* its name.
- If used to strike a vampire (requiring a successful attack roll in combat), a rose inflicts the same damage as holy water (2d4+1). This also destroys the *rose*.
- A *wreath* fashioned from four *roses* and placed

around the neck of a vampire has the same effect as full sunlight. Weak vampires (those less than 100 years old) are rendered immediately powerless while older vampires can resist the *wreath's* effects for a limited duration, depending on their age. The older vampires try everything in their power to remove or destroy the *wreath* before it renders them powerless. A vampire can destroy the *wreath* with a successful bend bars/lift gates roll but suffers 8d4+4 hp damage in the process.

A bush of *roses of eternal slumber* can grow only on ground consecrated to a lawful good deity. The bush continues to thrive until all of its flowers are cut off, after that it quickly dies. The secret of cultivating these flowers is closely guarded by lawful good temples.

of Ravenloft

XP Value: — GP Value: —

POLYHEDRON Newszine 82

Deep in the murky forests of the Demiplane of Dread, scattered rose bushes grow. These rare plants, believed to have been created by one of the demiplane's powerful lords, are enchanted in a most foul and insidious manner.

The roses on the bush possess an unearthly beauty. While the stems are a dull greenish-gray, the petals are the deepest blood red. The supernatural beauty and scent of the roses entice any living human or demihuman coming within 15 feet of the garden to save vs. spell or pick at least one rose. The effects of the roses are as follows.

- Anyone who picks a rose gains a +1 Charisma bonus.
- The character's skin and hair coloration becomes exaggerated; the skin becomes pale white, jet black, bright yellow, or another color as appropriate for the character's original skin color. Blond hair becomes platinum or white, while dark hair turns raven black.
- The individual who picked the rose no longer ages, nor does any object that he or she is touching or wearing. The possessor of the rose in effect becomes immortal, although death can still occur through physical means.
- Any object the owner of the rose touches and then releases immediately ages at a rapid rate, disintegrating into dust within moments.
- If the possessor of the rose attempts to get rid of it, or if it should be lost, the owner quickly ages also—one year for each round free of the

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bloom. Only a *wish* allows the holder of a rose to drop it without ill effects. The bushes die if they are dug up or transplanted.

of Forgetfulness

XP Value: 500

GP Value: 5,000

A Dozen and One Adventures

These enchanted flowers cause *forgetfulness* in all who inhale their magical fragrance. Spellcasters wandering within 5 feet of a *rose of forgetfulness* must save vs. poison or lose one randomly determined spell per round; the loss is not realized until the spellcaster attempts to use the spell.

Those inhaling directly from one of these roses experience amnesia (complete loss of identity, memory, and memorized spells) unless they make a save vs. poison at a -4 penalty. The loss of memory and identity is permanent unless a *heal*, *wish*, or *restoration* spell is employed, though new spells can be memorized to replace erased ones. The roses are typically discovered in bushes bearing 2d6 blooms and retain their potency for 1d6 weeks after cutting.

Rudder

A ship's rudder is what steers its course. Enchanted rudders generally perform the same function, but require no manual labor.

of Guidance

XP Value: 5,000

GP Value: 10,000

The Book of Marvelous Magic

This rudder must be properly mounted and manned to function, and works only if the vessel is at least 50 feet long. When the rudder is used, the vessel cannot be forced off course the user has chosen, whatever the winds (normal or magical) or other conditions may be. The vessel may, however, be forced backward or forward along that course, and a *wish* can override the entire effect.

of Guidance II

XP Value: 5,000

GP Value: 10,000

Champions of MYSTARA

This enchanted rudder takes the place of a normal skyship's rudder. It must be properly mounted and manned—it will not work on any skyship not designed to have a rudder. When the rudder is used, the skyship cannot be forced from the course her user has chosen, whatever

the winds and other conditions may be. The skyship may, however, be forced backward or forward along her course (by powerful winds, magic, or ram attacks, for instance) and a *wish* overrides the effect.

of Maneuverability

XP Value

GP Value

E: 2,000

10,000

D: 4,000

20,000

C: 6,000

30,000

B: 8,000

40,000

G (cursed): —

1,000

War Captain's Companion

This item grants a vessel a higher Maneuverability Class score. The chart above shows these MC ranges and their values.

of Maneuverability II

XP Value: 5,000

GP Value: 25,000+

Greyspace

This device looks like a normal rudder that one would find on any terrestrial watercraft. It is highly enchanted, however, radiating a strong aura of evocation magic. It is often mistaken for the *rudder of propulsion* created by the wizards of Wa on Toril, but it serves a completely different purpose.

When installed on the stern of a spelljamming vessel it improves the ship's Maneuverability Class by one category. It has no effect on vessels that are already Maneuverability Class A. Unlike the *rudder of propulsion*, the *rudder of maneuverability* does not work on a vessel that does not already have some form of spelljamming propulsion.

A rudder saves as hard wood against magical attacks, acid, fire, crushing blows, and so forth. It is particularly susceptible to electricity-based attacks, however, and suffers a -2 penalty to saving throws against these threats.

Rudders of maneuverability are created by elven wizards working in the shipyards of Cenbrea in the Greela cluster. Originally designed for ships of the Elven Imperial Navy, wizards are permitted to sell them to elven crewed vessels. A buyer can expect to pay a lot of gold for this item. No one else is allowed to purchase a rudder from the Cenbrea shipyards. The punishment for breaking the law is severe, sometimes death—for both the buyer and the seller. Enterprising individuals might be able to persuade an

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elven captain to sell a rudder, or could try bribing a shipyard worker at Cenbreae. In either case, the rudder costs at least 25,000 gp, not including the bribe.

of Propulsion

XP Value: 600

GP Value: 3,000

War Captain's Companion

This magical rudder is a specialized item developed by the Kara-Tur empire of Wa to propel their tiny Locust ships. The item is able to propel ships greater than 1,000 pounds ($\frac{1}{2}$ ton) and less than 4,000 pounds (two tons), whether in water, wildspace, or the phlogiston. This item gives the craft an MC of A and an SR of 6 (it is unknown whether the rudder will work on a ship constructed of any material other than "thin wood"). The rudder looks like a normal rudder one would see on a small oriental rivercraft. The rudder creates a small gravitational force behind the ship, pushing it forward.

There are limitations to the item, however. It saves vs. fire at -4. Further, it has insufficient power to escape the gravity well of a planetary body larger than Class A. If the pilot desired, he or she could land on such a planet, or continually fly about at any altitude desired. The ship could not leave the atmosphere, however, without out-

side help (though another spelljamming ship could carry the vessel out of the gravity well of the planet).

The rudder costs an average of 3,000 gp, assuming someone can find a citizen willing to risk dying for treason to part with it.

of Propulsion II

XP Value: 600

GP Value: 3,000

Realmspace

This item is used strictly by the Kara-Tur Empire of Wa to propel the tiny gun ships they call locusts. A *rudder of propulsion* gives these spelljamming ships a maneuverability class of A and a speed of 6.

The rudder looks just like a normal rudder one would expect to see on any watercraft found in the east. It creates a force of +1 Gees behind the rudder, pushing the ship away from the gravitational excess and supplying the propulsion it requires.

There are limitations to the rudder, however. It gets absolutely no saving throw vs. fire. This is a dangerous side effect, which makes manning the locusts, or any other ship these rudders are attached to, somewhat hazardous. The item is able to propel a ship smaller than two tons and larger than $\frac{1}{2}$ ton, whether in water, phlogiston, or wildspace. The rudder propels a ship through the phlogiston at spelljamming speeds as well. The item does not have power sufficient to allow it to escape the gravity well of a planetary body greater than size A, because these bodies have a gravitational force of 1 Gee, while the rudder produces an equal force for propulsion. These two forces cancel each other out. This does not mean that the ship would fall to the planet, invoking instant death at the end of the fall. There would be an equal balance between the two, which would make the ship levitate. If the pilot desired, he or she could land on such a planet, or continually fly about at any altitude desired. The only problem is that the ship attached to the rudder could never leave the planet without outside help, nor could it ever fly upward. The only possible flight directions would be down or sideways. If more than one rudder is attached to any one ship without a spelljamming helm, every pair cancels each other out. If an odd number of rudders are used, the unpaired rudder supplies the standard power. If a rudder is bolted to a ship with a spelljamming helm, there are a number of side effects. The magic in the helm, not being

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sympathetic with the magic in the rudder, causes one of the following effects to occur.

Roll	Result
01-10	The helmsman suffers spelljammer shock.
11-50	The helm works at -1 SR for every rudder on board, to a minimum of 0, until the rudders are removed.
51-60	The rudders explode, inflicting 1d4 points of damage to all within 20 feet.
61-65	The ship moves straight ahead at an SR of 30. Nothing can stop it until the rudders are removed. Once removed, they lose their magic.
66-80	The gravity plane of the ship is reversed for 1d10 segments. Then the magic of the rudders dispels, rendering them useless.
81-98	The helm simply does not function until the rudders are removed.
99-00	The helm melts, the wizard suffering 1d10 points of heat damage. The helm is forever useless. The rudders still function.

of Speed

XP Value	GP Value
+1: 2,000	10,000
+2: 4,000	20,000
+3: 8,000	40,000
Cursed -1: 1,000	5,000

War Captain's Companion

This item grants a vessel a bonus to its Ship's Rating (SR). The chart below shows the ranges.

Roll	SR Bonus
01-08	+1
09-14	+2
15-18	+3
19-20	Cursed -1

Rutterkin Snap-Tong

XP Value: 1,000 GP Value: 5,000

MC8 Outer Planes Appendix

The least tanar'ri, rutterkins, use a snap-tong device that inflicts 2d4 points upon hitting and then continues to inflict like damage each round until the opponent breaks free by scoring a hit on the weapon (AC 5). The weapon weighs five pounds, is Size M, has a Speed Factor of 8, and causes 2d4/1d4 points damage. The weapon gains a +2 on the attack roll.





Saddle

A saddle is used to help secure a rider or cargo onto a mount or pack animal. The saddle has evolved through many changes in design. The basic saddle includes a frame (the tree), a front (the pommel), and a back (the cantle). Elven saddles are often made of wood and pliable, fibrous plants. Halfling saddles are soft and well cushioned, while gnomish versions are painted and decorated with thin layers of gold, silver, or semiprecious gems. Orcs and goblins use saddles that are quite small, with fairly distinct pommels and nearly invisible cantles. Saddle use is assumed in the land-based riding proficiency unless the character is specifically from a culture proficient in riding bareback. Other characters who try to ride without a saddle are subject to special riding checks at the Dungeon Master's discretion.

Roll	Saddle Type
01-20	Howdah
21-40	Packsaddle
41-60	Pillion
61-80	Saddle
81-00	War Saddle

of Flying

XP Value: 4,000 **GP Value:** 20,000

Tome of Magic

This saddle resembles a normal leather saddle with a small, silver buckle near the pommel. When the saddle is secured to a horse or any other nonmagical mount and the silver buckle is fastened, the mount sprouts wings and acquires the ability to fly at its normal movement rate (Maneuverability Class D). The flying mount can carry its normal encumbrance.

A *saddle of flying* functions for only one hour per day. When the silver buckle is unfastened or the duration expires, the wings disappear and all flying ability is immediately lost, regardless of whether the mount is airborne or on the ground.

of Secure Riding

XP Value: 1,000 **GP Value:** 5,000

Dragon Magazine 73

A horse's saddle. This saddle will never fall off a horse, even if the straps are undone and the rider is inexperienced.



of the Spirit Horse

XP Value: 1,200 **GP Value:** 6,000

The Complete Fighter's Handbook

This is a very strange magical item which may only be used by warriors (either single class, multiclass, or dualclass). To all appearances, it is an ordinary, worn leather saddle of good quality. However, it is a magical item. If worn by a single horse, it attunes itself to that horse when worn for three days. (It doesn't have to be worn continuously for 72 hours—just worn as an ordinary saddle is.)

Once it is attuned to the horse, nothing remarkable happens—unless the horse dies while wearing the saddle. If it does, the spirit of the horse stays with the saddle for another 24 hours. Half an hour after the horse dies, the spirit of the horse will "awaken," climb to its unseen feet, and prepare to carry its master wherever he or she wants to go. The ghost horse continues to wear the saddle and to carry it around—and the horse's master or other favorite riders may ride it during that time.

For the next 24 hours, the ghost horse will tirelessly carry its rider wherever he wants to go, at

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the full running speed the horse could manage when it was alive. But it's a spooky sight: The saddle floats in the air, 4 or 5 feet up (at the height the living horse carried it); the rider must mount normally, treat the horse normally, and pretend that the animal is all is as it ever was.

Other than running, the horse spirit has no unusual abilities. It cannot be seen or touched. It can whinny and neigh, and it can buck—though only the saddle is seen to buck in the air. It cannot truly fly; when it comes to a ravine, for instance, it must descend to the bottom and climb the other slope as it would have had to do if it were alive.

This frightens living horses. No normal horse will approach the animated saddle within 100 feet. For this reason, it is best used when a character is alone and whose horse has died.

If a character kills his horse to get 24 hours of fast, tireless service, the ghost horse will remember this and be offended by it—even if the character did it secretly, by poison or long-distance magic, the horse will know it. It will allow the character to mount the floating saddle, and behave normally for a while, but at some catastrophic time, it will try to kill the character. It may jump off a cliff, or ride straight back at the enemy the rider is trying to elude, or buck the miscreant into a pit of snakes.

These saddles may also be made for donkeys, camels, or any other ground animals. They don't work with pegasi, griffons, or other flying beasts.

of Stability

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 73

This saddle enables even a novice rider to remain on a speeding horse, provided the rider is in control of his or her own faculties.

of Taming

XP Value: 2,000

GP Value: 10,000

POLYHEDRON Newszine 82

This saddle appears to be an ordinary horse saddle. However, it will fit most four-legged mounts, including rhinoceros, hippogriffs and pegasi. Its magic is revealed when it is placed on a wild or untamed animal. The animal is immediately tamed and will respond to the rider's commands as long as the saddle remains on it. If the saddle is removed, the mount reverts to its original temperament.

Torloch's Saddle of Comforts

XP Value: 4,000

GP Value: 20,000

Dragon Dawn

Most dragon knights use saddles for a comfortable ride on their mounts. *Torloch's saddle*, however, was created to ease the rigors of long cross-country journeys on dragon-back. Its seat and safety straps offer a pleasant, secure ride, but its main attractions are the various pouches and what is concealed within them.

A *saddle of comforts* contains the following items in its pouches. Each may be used and replaced, then used again after at least 24 hours have passed. If the original item is not returned to its pouch within 24 hours, it loses its *dweomer* and no other magical item appears to take its place. There is a 30% chance for any saddle that is found to be missing 1d8 of its items.

- *Potion of dragon sight*
- *Decanter of endless water*
- *Cloak of warmth*
- *Potion of fire resistance*
- *Rope of climbing*
- *Tent of shelter*
- *Serpentine owl (a figurine of wondrous power)*
- *Horn of fog*
- *Pouch of food*
- *Iridescent spindle ioun stone* (sustains without air).

Most of the above items are self-explanatory. The *ioun stone* is used when facing hostile dragons with breath weapons; the *potion of fire resistance* is similarly useful. The *horn of fog* is used for concealment.

Sail

Sails are large pieces of shaped, sturdy cloth that are strung onto the masts of a ship or a spelljammer. As the wind blows, the sail bellows, fills with air, and forces the vessel in the direction of the wind. By manipulating the sail relative to the wind, and by working the ship's rudder or steering oar, the vessel can travel in nearly any direction.

Roll	Sail Type
01-08	Forecourse
09-15	Foresail
16-23	Gaffsail
24-31	Jib
32-38	Lower topsail
39-46	Maincourse

47-54	Mainsail
55-62	Royal
63-69	Skysail
70-77	Spanker
78-85	Staysail
86-92	Topgallant
93-00	Upper topsail



Black Sail of Schnai

XP Value: 1,000 GP Value: 5,000

GREYHAWK Adventures

Enchanted in the land of Snow Barbarians and blessed by shamans of their barbaric gods, these square sails are hoisted only on the funeral ships of great barbarian heroes and lords. The deceased warrior's body is burned along with the ship and all but a small piece of the sail. Afterwards, the character's spirit can be called on by the tribal chiefs in time of battle by burning the remainder of the sail. The spirit appears as a spectral cinheriar (spirit warrior) and fights on the side of the tribe until destroyed. The cinheriar will usually have 4 to 12 Hit Dice and require +1 weapons to hit. They will bear the equipment they used in life. Such creatures can be turned as special undead. It is reported that several villages have up to 10 of these spirit warriors on call.

Invisible

XP Value: 4,000

GP Value: 10,000

Krynnspace

Invisible sails come in many shapes and sizes, as are required for the variety of spelljamming galleons and other ships that use sails. These sails simply cannot be seen—they have no other magical properties. The sails are in great demand by gnomes and pirates—the former because the gnomes like the idea of having *invisible sails*, and the latter because the pirates can make their vessels appear to be unable to move.

of Maneuverability

XP Value	GP Value
+1: 1,000	6,000
+2: 2,000	12,000
+3: 4,000	24,000
Cursed -1: —	3,000

Realmspace

These sails are made of the same material that *cloaks of protection* are tailored from. When they are stretched across the rigging, they allow a ship to perform as though it were one maneuvering class better than it actually is. There are, however, four different kinds of *sails of maneuverability*. Each one has a different MR bonus to it, rated at +1, +2, +3, and the cursed -1. The price of each is listed in the following chart.

Plus	Cost
+1	10,000 gp
+2	20,000 gp
+3	40,000 gp
-1	5,000 gp

The cursed sails are usually the result of a failed enchantment, so they do not register as a purposely cursed or evil item. When more than one set of sails is used on a single ship, the ship moves at the maneuverability bonus of the highest magical sail. In other words, if one ship had both a +1 and a +2 sail, it would have a MR bonus of +2. The bonus from the sails is never added together. Whenever required to make a saving throw, these sails save as cloth with the MR bonus added to the roll.

Salve

Salves are thick liquids that must be rubbed or dripped into the skin, ears, or eyes to activate their magical properties. If a salve is imbibed, the magic is wasted. See also **Ointment** and **Oil**.

of Far Seeing

XP Value: 1,000

GP Value: 5,000

Tome of Magic

These salves allow a character who puts a drop of it into each eye to see as well as if it were a brightly lit day on the Prime Material Plane. The proper salve also serves as a protection against blindness on planes where protection is necessary. Several types of salves exist for the different Elemental, Paraelemental, and Quasielemental Planes. The salves have no effect on blindness.

The salves are found in small metal containers made of precious metals. A container contains 4d12 drops of salve. One drop in each eye bestows the magical property for one day. A drop must be placed in every usable eye for the magic to work.

A different salve exists for each of the planes where such a salve is required, and each has a distinct look and feel. The following table lists the planes that limit sight and the color and texture of each respective salve. The salves function only on their respective planes.

Roll	Plane	Color	Texture
01-07	Water	Blue	Smooth
08-14	Earth	Black	Grainy, Thick
15-21	Positive	White	Opaque Liquid
22-29	Negative	Clear	Liquid
30-36	Smoke	Ashen	Liquid
37-43	Ice	Lt. Blue	Thick
44-50	Ooze	Gray	Rubbery
51-57	Magma	Copper	Thick
58-64	Steam	Gray	Liquid
65-71	Salt	White	Grainy
72-79	Radiance	Golden	Smooth
80-86	Ash	Gray	Grainy
87-93	Minerals	Silver	Grainy
94-00	Dust	Black	Dry

of Healing

XP Value: 200

GP Value: 400

Gods, Demigods, & Heroes

This healing salve needs but one application to heal all wounds.

of Scar Removal

XP Value: 300

GP Value: 500

DRAGON Magazine 73

A thick, creamy and oily concoction that may be found in virtually any type of container. If a quantity is used to cover a scar, within a few days the scar sloughs off and the skin is seen to be normal. This is much sought after by the vain "upper crust," and it is fairly common, because it is difficult to avoid acquiring scars from childhood diseases or from the blades of armed adversaries.

Salver of Growth

XP Value: 400

GP Value: 1,200

Dungeonland

This serving tray bears strange runes. *Read magic* reveals the phrase "Eat Me," and a loaf of bread is always on the salver. When at least a fist-sized amount of the loaf is eaten, the eater experiences a growth to 10 times normal size. This effect is permanent until a potion from the *flagon of diminution* is consumed or until *dispel magic* is cast.

Sand of Truth

XP Value: 900

GP Value: 2,700

Assassin Mountain

This coarse, blue-grey sand is a magical dust formed from the dusty remains of a slain sandman. It can reveal *illusions*, *geniework*, false auras, and *polymorphed* or otherwise altered creatures—in short, it acts as a *gem of seeing*, but it physically returns things to true shape when thrown into the air or sprinkled on objects, rather than merely revealing them to a single viewer. *Sand of truth* can be applied to creatures or objects only once, and its enchantment fades after that. In combat, the wielder must make a successful attack against AC 10 to coat an unwilling target.

Sargasso Detector

XP Value: 2,000

GP Value: 10,000

Greyspace

Another item based on breakthroughs of the silver dragons of Edill, this device allows spelljammers to avoid the dangerous sargasso magic-free-zones that can be found in many crystal spheres. It is a complex device: a base of fine mahogany on which are set two circular bands of gold. The bands stand on edge on the mahogany base, intersecting each other at 90°. They are 10

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inches in diameter, 1-inch wide, and ¼-inch thick; and around their circumferences, tiny magical runes of great complexity have been engraved. The base on which they stand is rectangular, 1 foot long by 1 foot wide, and 2 inches thick. At each corner of the base, set vertically, is a thin spindle of a silver-gold alloy, about ¼-inch thick and 12 inches long. Hanging within the intersecting bands, from the upper point where they meet, is a platinum needle, suspended horizontally by a single human hair attached at its midpoint. The whole device weighs about 10 pounds.

The *detector* can sense the presence of a sargasso at a range of one million miles. When it is within this range, the four alloy spindles vibrate rapidly, causing a soft, high-pitched hum. The suspended needle then rotates so it is pointing toward the sargasso.

The *detector* gives no indication of the range to the sargasso. Neither the volume nor the pitch of the humming varies with distance. If the ship is heading directly toward the sargasso, then the needle points directly toward the vessel's bow. If the ship is moving laterally relative to the sargasso, however, the needle moves to remain pointing directly at it. From the speed with which the needle is moving and the speed of the vessel, it is possible to calculate the distance to the sargasso.

The first *sargasso detector* was created 100 years ago by the elven wizard Thalia, after a protracted visit with the Edill silver dragons. Since then, many other wizards throughout the universe have learned how to replicate her cunning creation. Nevertheless, the demand for these items is much greater than the supply. The smallest price a *detector* would fetch on the open market is 10,000 gp, but depending on circumstance the price can be much higher.

Sash

A sash is a long piece of cloth used most often as a decorative belt. Often, however, swords or other relatively lightweight items can be suspended from a sash.

of Fire Resistance

XP Value: 1,750

GP Value: 2,500

A Dozen and One Adventures

This red silk sash, elegantly brocaded with platinum thread, is made exclusively by the Brotherhood of the True Flame for use by ranking members of the order after reaching 9th level.

Like its lesser cousin, this sash cannot be combined with heavy armor.

Donning the sash confers complete immunity to normal fires and fire-based warding spells, like *wall of fire* and *fire trap*. In addition, the wearer takes half or no damage from offensive fire-based spells (such as *burning hands*, *fireball*, and *sunfire*) or attacks, as a *ring of fire resistance*. The sash imparts a +4 bonus on saving throws against such attacks.

of Heat Endurance

XP Value: 750

GP Value: 1,500

A Dozen and One Adventures

This red silk sash, elegantly brocaded with gold thread to depict writhing flames, is made by the Brotherhood of the True Flame for use by the lesser members of the order. It cannot be worn over armor heavier than leather (AC 8), though it can be combined with less bulky protective magical items (such as *bracers of defense* and *rings of protection*) without ill effect.

The sash imparts a +2 on saving throws vs. fire-related attacks and allows the wearer to withstand the effects of small, normal fires (no larger than a lamp flame) without ill effect. The wearer is also comfortable in temperatures up to 130° F and does not suffer the ill effects of dehydration in the desert while the sash is worn. High temperatures inflict 1 point of damage per degree in excess of 130° F for each round the wearer remains in contact with the heat source.

of Immolation

XP Value: —

GP Value: 1,000

Mordenkainen's Fantastic Adventure

Once wrapped around the waist, this sash explodes in a sheet of whirling flame about the wearer. This item causes a 1d10+20 points total damage and then "burns out," falling to the ground in a stream of damp, black ash.

Shimmering

XP Value: 600

GP Value: 3,000

Assassin Mountain

This brightly-colored sash is always embroidered with layers of holy texts of protection and warding. It allows the wearer to appear as a blur, often indistinguishable from the shimmering heat of the desert air. The effect is equal to a *blur* spell with a 10-round duration and can be called upon at will up to three times per day.

Saw

These common tools usually consist of a metal blade with one or two jagged edges, mounted to a firm wooden handle.

of Cutting

XP Value: 700 **GP Value:** 7,000

The Book of Marvelous Magic

When commanded to function, this item can cut through any normal (nonmagical) wood, iron, or stone, making a groove 1-foot deep per turn. It functions only once a day, for up to one hour per use.

of Mighty Cutting

XP Value: 2,000 **GP Value:** 12,500

DUNGEON MASTER Guide

This notched adamantite blade is 12 feet long and over a foot wide. It requires 18/00 or greater Strength to operate alone, or two people of 17 or greater Strength working in tandem. The blade will slice through a 1-foot-diameter tree in three rounds, a 2-foot-thick hardwood tree in one turn, or a 4-foot-thick trunk in three turns. After six turns (cumulative) of cutting with the saw, characters must rest for six turns before doing any further work.

of Snoring

XP Value: 200 **GP Value:** 2,000

The Book of Marvelous Magic

Whenever it is touched, this saw causes the user to snore very loudly when sleeping. This does not affect the victim directly, but all within 60 feet of the snoring must make a saving throw vs. death magic or have fitful sleep at best and suffer a -1 penalty to attack and damage rolls for the next 12 waking hours. In addition, snoring may attract monsters during the night. The snoring can be stopped if a *remove curse* is applied by a caster of at least 15th-level.

Scabbard

A scabbard is a sheath for a bladed weapon. There are as many types of scabbards as there are bladed weapons. For additional possibilities, see **Sheath**.

Roll	Scabbard Type
01-20	Dagger-sized Sheath
21-30	False Scabbard*

31-50	Long Sword Scabbard
51-60	Secret Spring Sheath*
61-80	Short Sword Scabbard
81-00	Wrist Sheath



of Holding

XP Value	GP Value
Large: 1,000	5,000
Small: 500	2,500

The Complete Fighter's Handbook

This item looks like an ordinary sheath for a large knife; the "sheath" is anywhere from 6 to 10 inches long, including its belt loop. But it doesn't hold a knife. It holds a sword—a full-sized sword. With magic rather like that found in the *bag of holding*, this item slides most of the length of the blade into a pocket dimension, so that only the weapon's hilt shows, with the "sheath" suggesting another 5 inches or so of blade. (This looks rather strange when it holds a bastard sword, where the hilt is longer than the apparent blade, but a *scabbard of holding* can do it.)

Each *scabbard of holding* is designed to hold one type of sword. The DM can decide which sort of sword it's designed to hold, or can roll on the table below. The scabbard will not hold a sword it is not built to hold.

Roll	Scabbard Type
01-40	Dagger. Roll on the Dagger random table.
41-00	Sword. Roll on the Sword random table.

Ignore any rolls which are not appropriate for your campaign setting; if you have no katanas, you don't need to accept any rolls for katana scabbards. This magical item can be used by any character class, but most end up in the hands of warriors and rogues.

of Poison

XP Value: 500 **GP Value:** 5,000

The Complete Thief's Handbook

These scabbards have reservoirs in which poisons can be stored. When a blade is placed in the scabbard and then drawn, the venom is automatically and magically drawn from the reservoir to coat the blade. The venom is wiped from the blade after one successful hit on a target, or it evaporates after 2d4 rounds. Any venom can be used, for the dwomer gives the venom virulence against whatever creature is struck. The scabbard holds enough poison for six doses, but must be manually refilled when empty. 25% of these scabbards are the right size for long swords, 25% suitable for short swords, and 50% for daggers. All restrictions which apply to the use of poison weapons apply here, of course, and only evil characters would routinely use such a device.

Scale of Weighing

XP Value: 600 **GP Value:** 3,000

DRAGON Magazine 73

This is a box about 12 by 12 by 2 inches overall. When a person steps onto it, numerals indicating the character's weight appear in the user's mind. Only the user can see the numbers; they do not appear on the box itself.

Scarab

A scarab is a piece of magical jewelry, frequently formed into a pin, but sometimes worn on a chain, around the neck. Scarabs were first designed in ancient Egypt after the form of the dung beetle.

Benson's Scarab of Uncertain Friendship

XP Value: 1,000 **GP Value:** 5,000

1992 Fantasy Collector Card 621

When Benson became a druid, he went through a period of intense remorse for his former life as an animal trainer and circus performer. Self-recrimination quickly turned him to a life as a vigilante, in which Benson hunted anyone who attempted to control animals in any way. A sympathetic wizard repaid Benson for saving her familiar by creating a *scarab of uncertainty* for him, but its nature was warped by Benson's intense aura: when anyone casts *monster summoning* or a similar spell, the scarab makes the creature turn on the caster rather than mistake Benson for the summoner.

of Death

XP Value: — **GP Value:** 2,500

DUNGEON MASTER Guide

This small pin appears to be any one of the various beneficial scarabs. However, if it is held for more than one round or placed within a soft container (a cloth bag or a pack), and within 10 feet of a warm, living body for one turn, it changes into a horrible burrowing beetlelike creature. The thing tears through leather and cloth, burrows into flesh, and reaches the victim's heart in a single round—causing death. It then returns its scarab form. (Placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal prevents the monster from coming to life.)

of Deception

XP Value: 1,000 **GP Value:** 7,000

Land of Fate

This small brooch allows the owner to deceive divination magic and abilities (such as the hakima's *see the truth* ability) of those attempting to gather information about the wearer. When the holder of this scarab is subjected to these effects, he or she is aware of what divination spell or effect is being used (but not the identity or nature of the individual seeking the information). The scarab holder decides exactly what information is relayed back to the diviner (whether it is the truth or not). Each use expends a charge; the scarab has 1d6+8 charges. The *scarab of deception* and most other magical scarabs come from the ruined kingdoms of Nog and Kadar, and were apparently common there.

of Enraging Enemies

XP Value: 1,000

GP Value: 8,000

DUNGEON MASTER Guide

When one of these devices is displayed and a command uttered, all intelligent, hostile creatures within a 40-foot radius must successfully save vs. spell or become enraged. Those whose saving throws succeed may perform normally; enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus to damage, -3 to their own Armor Class). The rage lasts for 1d6+6 rounds, and during this period, the enraged creatures attack continually, without reason or fear, moving on to attack other nearby creatures if initial opponents are slain. A scarab of this type contains from 1d6+18 charges.

Equus

XP Value: 2,000

GP Value: 8,000

DUNGEON Magazine 22

An *equus* is a magical piece of jewelry that, upon command, *polymorphs* into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dogsled team, nightmare, or any other creature that can be ridden, used to pull a load, or carry goods can be termed an *equus*. *Equi* come in many different varieties, with the most common listed below. While 80% of *equi* are either good or neutrally aligned, 20% *polymorph* into evil creatures such as nightmares, worgs, and giant spiders. It is said that the death knight Shan Nikkoleth once possessed an *equus* that *polymorphed* into gorgon form.

This small figurine is carved of either onyx or jade in the likeness of the creature it becomes after *polymorphing*. It must be examined carefully to discover the command word. The scarab cannot be worn on a chain or pinned to a garment but must be carried in a pocket or pouch like a coin or gem.

Creature List: The DM may choose form of the creature into which the *equus polymorphs* from the following table. The jewelry form *polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of 1d8 to that of 1d12 and consult the table below,

but should use only a creature he or she feels comfortable with and is sure will not give the PC an unfair advantage in the campaign. Types of creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear in Table 49 of the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If the *equus* is slain (reduced to 0 hit points or less) in creature form, the creature immediately reverts to jewelry form and cannot change into creature form again. Damage to the creature form of the *equus* can be healed magically by *cure wounds* spells. If the creature is allowed food and rest, it heals naturally at the rate of 1 hit point per day. However, the *equus* can neither heal itself nor be healed while in jewelry form.

Roll

Creature Type

2

Unicorn: AC 2; MV 24; HD 4+4; hp 28; THAC0 15; #AT 3 (hooves and horn); Dmg 1d6/1d6/1d12; SA charge, +2 on attack rolls when attacking with horn, -6 penalty to opponents' surprise rolls; SD teleport, immune to poison, charm, hold, and death spells; can sense approach of an enemy 240 yards distant; makes all saving throws as 11th-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10 (1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse (#20) instead.

3

Giant stag: AC 7; MV 21; HD 5; hp 30; THAC0 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or 1d4/1d4; ML 14; AL N. This creature's Intelligence is 4-7 (1d4+3).

4-5

Bull: AC 7; MV 15; HD 4; hp 24; THAC0 15; #AT 2 (horns); Dmg 1d6/1d6; SA charge; ML 15; AL N. The bull has an Intelligence of 4-7 (1d4+3).

6-8

Superheavy war horse: AC 6; MV 15; HD 4+4; hp 28; THAC0 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 30' *infravision*, immunity to all hold and charm spells; ML 16; AL NG. This horse has an Intelligence of 7-12 (1d6+6).

9-13

Heavy war horse: AC 7; MV 15; HD 4+4; hp 21; THAC0 17; #AT 3 (hooves

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and bite); Dmg 1d8/1d8/1d4; ML 15; AL N. This horse has an Intelligence of 5-8 (1d4+4).

- 14-16 **Superheavy war horse (special):** Same as above (roll of 6-8), though it has MV 18, a 40lb. bonus on its carrying capacity load limits, and no *infravision*.

- 17-18 **Camel:** AC 7 MV 21; HD 3; hp 18; THAC0 17; #AT 1 (bite); Dmg 1d4; SA spitting; ML 14; AL N. This camel is of a more mellow disposition than its meaner cousins and has an Intelligence of 4-7 (1d4+3).

- 19 **Water buffalo:** AC 7; MV 15; HD 5; hp 30; THAC0 15; #AT 2 (horns); Dmg 1d8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).

- 20 **Ultraheavy war horse:** AC 5; MV 24; HD 5+5; hp 35; THAC0 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 60(HD) *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and can use *animal friendship* and *pass without trace* spells three times per day each, *locate animals or plants* once per day, and *water walk* once per week. This horse has an Intelligence of 9-16 (1d8+8).

of Golem Protection

XP Value	GP Value
Any Golem: 1,250	6,250
Clay: 500	2,500
Flesh: 400	2,000
Flesh/Clay/Wood: 900	4,500
Iron: 800	4,000
Stone: 600	3,000

DUNGEON MASTER Guide

This magical pin enables its wearer to detect any golem within 60 feet, although the user must concentrate in order for the detection to take place. Furthermore, the scarab enables its user to combat a golem, with hand-held or missile weapons, as if it were a normal monster with no special defenses. Each scarab produces this effect with regard to a different golem. Roll percentile dice and consult the table below:

Type of Golem Affected by Scarab

Roll	Type of Golem
01-30	Flesh
31-55	Clay
56-75	Stone
76-85	Iron
86-95	Flesh, Clay, Wood
96-00	Any Golem

of Insanity

XP Value: 1,500

GP Value: 11,000

DUNGEON MASTER Guide

This item is indistinguishable from any other scarab. When displayed and a command word is spoken, all other creatures within a 20-foot radius must save vs. spell with a -2 penalty (and a 10% penalty to any magic resistance too). Those that fail to save are utterly insane for 1d4+8 rounds, unable to cast spells or use reasoning of any sort (treat as a *confusion* spell with no chance for acting in a non-confused manner). The scarab has 1d8+8 charges.



of Life

XP Value: 3,000

GP Value: 15,000

Old Empires

This is a jeweled beetle inset on an ankh. When worn on the brow of a priest, it allows the casting of *cure critical wounds*, once per day, and *raise*

dead once per week. Any use of this item has a 10% chance of rendering it inoperative; command words are necessary to use either function.

Mark's Scarab of Protection

XP Value: 3,000 **GP Value:** 15,000

1993 Collector Card 408

Mark's scarab protects him just as a normal *scarab of protection* would, except that it was once cursed. A powerful priest removed the curse for Mark, so it now provides a + saving throw bonus vs. spell, allows a saving throw against magic when that is normally not applicable, and it can absorb 24 levels of draining attacks. It has already saved Mark against such potent draining attacks twice—once against a vampire, and once against a wight.

Mazrikoth's Scarab of Death

XP Value: — **GP Value:** 2,500

1992 Fantasy Collector Card 151

Since he is already dead, Mazrikoth has nothing to fear, wearing this ornate brooch. To him it is a bauble, a thing to wear to official occasions (especially because his lord, Azalin, gave it to him). Mazrikoth also wears it when delivering the edicts of his lord to the people of Darkon. Those who defy or challenge him are held terror-stricken by his ghastly gaze and painful, icy grip on their shoulders. Meanwhile, the scarab crawls down his arm and on to the body of his victim, where it burrows into the nearest area of exposed flesh and then eats its way to the heart.

Mortos's Golem Scarab

XP Value: 1,000 **GP Value:** 5,000

1993 Collector Card 409

Mortos's golem scarab allows Mortos to know whenever there is a stone golem anywhere within 60 feet of him. As well, Mortos can engage in combat with a stone golem as if it were a normal creature without special magical defenses. In addition, Mortos can use the scarab to assume the form of a stone statue once per week, remaining in statue form for a maximum of 24 hours.

of Pest Protection

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

This is a small black *scarab*. Anyone carrying it cannot be bitten or stung by common insect.

of Protection

XP Value: 1,000 **GP Value:** 8,000

DUNGEONS & DRAGONS Expert Rules Set

This item automatically absorbs any curse (whether by spell, scroll, or other effect). It also absorbs the wizard spell *finger of death* (the reverse of the *raise dead* spell). The scarab has 2d6 uses before becoming worthless.

of Protection II

XP Value **GP Value**

+1: 1,000 5,000

+2: 2,000 10,000

Cursed -1: — 1,000

DUNGEON MASTER Guide

This device appears to be any magical scarab. It gives off a faint magical aura, however, and if it is held for one round, an inscription appears on its surface letting the holder know it is a protective device.

The owner gains a +1 bonus to all saving throws vs. spell. If no save is normally possible, this scarab allows a one in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to saving throws. Thus, this device allows a saving throw vs. spell at base 20 against *magic missile* attacks, for example. If the target also has a +4 bonus for magical armor and a +1 bonus for a *ring of protection*, any roll of 15 or better would indicate that the missiles did no damage.

The scarab can also absorb up to 12 level-draining attacks (two level drains count as two absorptions), *death touches*, *death rays*, or *fingers of death*. However, after absorbing 12 such attacks the scarab turns to powder—totally useless.

One in 20 of these scarabs is cursed, giving the owner a -2 penalty to his or her dice. However, one in five of these cursed items becomes a +2 scarab if the curse is removed by a wizard of 16th-level or higher. In this case, the scarab has absorption capability of 24 rather than 12.

of Uncertainty

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

This scarab has a specific and potentially powerful effect. If the wearer is within range of a *monster summoning* or similar spell (*invisible stalker*, *conjure animals*) when cast by another creature or character, the summoned creatures make a saving throw vs. spell the instant they appear. If the

summoned creatures fail the saving throw, they mistakenly believe that the wearer of the scarab is the individual who summoned them and serve the wearer as best they can, rather than the caster of the spell.

of Venom

XP Value: 2,000

GP Value: 10,000

Old Empires

This is a scarab-shaped gem, much favored by warriors in the service of Set. When placed on the hilt of their swords, it coats their blades with poison, up to twice per day (wielder decides when). This poison causes an extra 3d4 points of damage immediately (no saving throw), and the victim must also roll a successful saving throw vs. poison or die in 1d4 rounds. This poison lasts 1d4 rounds on the blade, then evaporates.

Scarf

A scarf is a knitted or cloth garment that is worn around the neck or over the head. Most scarves are designed to be wrapped into several layers to keep out the chills. Lightweight scarves provide colorful decoration and can help keep the wearer's hair from getting tangled or windblown.



of the Dry Steppes

XP Value: 2,000

GP Value: 12,500

GREYHAWK Adventures

This brown garment was enchanted by an evil wizard who used it against the dervishes of the Dry Steppes. Though the dervishes eventually caught and imprisoned the wizard, they never found the item, and so it disappeared into the wasteland, possibly into the hands of the nomads or tribesmen who frequent the land.

Once a week the scarf allows a wizard to summon 1d4 invisible stalkers. The summoner must save vs. spell to control the creatures, at -5 if good-aligned and at +2 if evil-aligned. If the saving throw fails, then the stalkers attack, if the summoner is good; Otherwise, they depart. If the saving throw is successful, the wizard can command a service that can be carried out within 200 miles.

Rainbow Scarf of Sinbad

XP Value: —

GP Value: —

DUNGEONS & DRAGONS Master Set

The success of the famous adventurer Sinbad the Sailor (whose whereabouts and even existence are now dubious) is said to have been caused by this simple item of apparel. Especially made to aid the Epic Hero on his way to Immortality, this device must be worn at all times. It may bring luck and intelligence, but will bring hazardous adventure as well if even a tenth of the legends of Sinbad are true.

This is a silk scarf, 2 feet square, decorated in swirls of rainbow colors.

The artifact is not active when acquired. If it is worn while the user travels by sea, the powers of the scarf may be read in passing sea mists, by using both *read magic* and *detect invisible* spells, at the maximum rate of one power an hour.

Any power revealed can be produced by thought alone, without uttering any command words. However, the Intelligence 18 power is produced automatically whenever the *open locks* is called forth unless the user specifies otherwise.

Suggested Powers:

- *Cause Fear*
- *Bless*
- *Container*, 1,000 pounds; Duration six hours
- *Open Locks* (75% success)
- *Saving Throw bonus* (+2 bonus)
- *Intelligence bonus* (Increase to 18)

Suggested Handicap: When the item is first used, the user's Wisdom drops by 4 points.

Suggested Penalty: 1d4 hostile monsters of some type magically appear within 30 feet of the user. Select or randomly determine any monster from one to 12 Hit Dice.

Scepter

A scepter is a rod or wand of metal or rare wood; most scepters are engraved and gem-studded. A scepter is usually an emblem of imperial puissance and authority, making its use or possession highly illegal in many societies. (The Dungeon Master has final say regarding scepter use and possession in these countries.)

Blast

XP Value: 4,000

GP Value: 45,000

The Ruins of Undermountain

These rare, ancient devices are some of the more unpleasant legacies of lost Netheril, the realm of sorcerers whose glory was swallowed by the Great Desert long ago. Most take the form of wand-sized metal rods with ornamented knobs at both ends. Netherese *blast scepters* are usable by all intelligent beings able to hold one, and use charges, typically 5d12 charges when found. Few wizards in the Realms today know how to recharge them.

They are controlled by the silent will of the bearer. If two beings grasp a scepter at once, it does not function at all until only one being is touching it again. Learning to wield a scepter takes one turn per power, but a single power just seen in operation can be activated in 1d4+1 rounds. A *blast scepter* can:

- Absorb heat attacks and natural and magical lightning without any harm to the bearer (no recharge cost).
- Automatically reflect the blast force of explosions away from the bearer. This prevents the bearer from being knocked over or otherwise moved by the blast, but does not shield against missiles and debris (no charge cost). The powers above, used in combination, enable the bearer to suffer only flame damage from a *fireball* by absorbing both heat and blast effects. The damage dealt by a *fireball* is therefore halved, even before any saving throws apply.
- Stun opponents by touch, a successful attack roll required. This attack deals 1d4 damage to victims and stuns (as a *power word stun* spell) a victim for 1d4+1 rounds (save vs. spell at -4 to avoid the stun effect). This can be done only

once per round (cost: one charge).

- *Blast* opponents with a soundless shock wave once per round. This is a cone extending up to 30 feet long, and 20 feet wide at its furthest extent. Creatures within the conical area of effect suffer 2d6 damage (no save), and must make a successful saving throw vs. spell or be knocked off their feet. If this occurs, target spellcasting is ruined, and fragile items held or carried must make successful saving throw vs. falling damage (cost: two charges).
- *Powerstrike* any one opponent once a day. This drains four charges, and can only occur when the scepter is touching an opponent. After a successful attack roll is made, the scepter wielder can decide to forego the 1d4 damage and stunning, and instead *powerstrike* for 5d6 damage. Targets are allowed a saving throw vs. spell for half damage. Golems are utterly destroyed by a successful *powerstrike*; using a *powerstrike* against a golem drains an additional 1d4 charges from the item. The Netherese *blast scepter* is reputed to be the predecessor to the more common *rod of smiting*.

of Defense

XP Value: 1,000

GP Value: 4,000

DRAGON Magazine 86

The *scepter of defense* is a rodlike instrument about 3 feet long, with a handgrip on one end. It may be used by all fighter classes, wizards, druids, thieves, and monks as a parrying device. When its user is in combat against a human, demihuman, or humanoid opponent, the scepter may be wielded to cause all attacks against the user to be made at a -4 penalty to hit. The scepter can parry two attacks in one melee round, regardless of the user's level, so long as the attacks come from the user's front and sides. Attacks made from the rear cannot be parried. The scepter is useless as a parrying implement against nonhumanoid creatures like dragons or black puddings, against blows from humanoid creatures larger than an ogre, and against attacks from creatures using weaponless combat (such as ogrillons, trolls, or wrestlers).

The user's Strength bonus to hit (if any) may be subtracted from an opponent's chance to hit the scepter's wielder. No sort of attack can be made in the same round that the scepter is used as a parrying device. The scepter functions as a *club*

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+1 if used offensively. And, so long as it is carried, it confers a +1 bonus to the holder's saving throw vs. all magical effects. This bonus is cumulative with other saving throw bonuses, as a *ring of protection*.

Entrapment

XP Value: 3,000

GP Value: 45,000

The Ruins of Undermountain

These very old, rare foot-long brass scepters were made in long-ago Netheril, but the secrets of their creation are unknown today. Such scepters have only 3d6 charges when found or created. Each charge fires a translucent *bubble of force* at any single target within 90 feet of the wielder and within the caster's line of sight when the scepter is activated. The caster's normal THAC0 is used for the force attack, with no magical or Dexterity adjustments. If the bubble misses, it explodes in a harmless glow and a puff of smoke (which lasts only 1 round).

If it strikes a creature, the bubble does no damage, but expands to entrap the target creature in a translucent bubble of force. Air and moisture can pass through the bubble (thus, bubbles directed under water can be used to drown nonwater-breathing occupants). An attack against the bubble (from within or without) will fail unless it uses the same magic able to bring down a *wall of force* (*disintegrate* spells, a *sphere of annihilation*, or a *rod of cancellation*). This bubble can trap any creature, including undead, constructs, and creatures of otherplanar existences, though it only entraps one target at a time.

A *scepter of entrapment* can only be linked to one bubble at a time; firing a new one automatically destroys the existing one. A scepter can move a bubble it has created, when the scepter is grasped and willed to do so. To exercise this control, the bubble must be within 200 feet of the scepter. The bubble normally moves by *levitation* and flight with a MV rate of 15, at the scepter wielder's direction. The bubble can also be willed to roll at a MV of 9, though this might be very upsetting for the entrapped creature! The bubble remains immobile whenever no concentration is spared for it. Bubbles can be also be moved about by strong winds, nets, and other artificial means, water currents, and so on. Noises (including speech) made by trapped creature can be heard outside the bubble; the trapped creature can cast spells, although these cannot take effect outside

the bubble unless they are able to destroy the bubble in the process.

Bubbles created by this scepter last for 6d20 hours, or until the scepter-wielder wills them to collapse. A collapsing bubble does not itself injure the imprisoned creature; the trapped being can come to no harm except through drowning (as previously described) or starvation while in the bubble. However, if a bubble is destroyed in situations perilous to the trapped creature, such as high above a cliff or within the stomach of a purple worm, the damage normally done by the surroundings applies.

of the Forgotten City

XP Value: 1,000

GP Value: 5,500

GREYHAWK Adventures

A relic of a lost civilization, this wand-like scepter is a 2-foot shaft of silver with a large red gem at its tip. It was used by some of the original lords of the Suel Imperium, and when that kingdom was burned into the Sea of Dust, the scepter was lost. A recent expedition from Yemanry rediscovered it, and those explorers claimed that it came from the Forgotten City itself. Whether or not that claim is true, the scepter certainly contains some of the greatness that built the lost empire, and much of the madness that destroyed it.

When the command word is spoken, the holder of the scepter receives a bonus of 2 Wisdom points and 4 Charisma points (to racial maximums) for 1d6+4 days. He or she must then make a successful saving throw vs. spell or become *confused* until a *remove curse* is received; this also removes the beneficial effects of the scepter. The scepter has 2d4+3 charges. Each use costs one charge, and the scepter cannot be recharged. A character who attempts to use the scepter more than once per week must save vs. spell or lose 4 Intelligence points permanently, and then must make a successful system shock survival check or die.

Jade Scepter of Defending

XP Value: 2,000

GP Value: 10,000

Gods, Demigods, & Heroes

This device will defend the user from any number of material weapons, not permitting any to strike its master. Once possessed, the user can only be injured by magic or magic weapons.

Jade Scepter of Defending II**XP Value:** 2,000**GP Value:** 10,000**Legends & Lore**

This huge scepter is made of white jade and constantly glows as if a *continual light* spell had been placed on it. It can be used like a *mace* +3 that inflicts 1d6 points of damage (plus its magic bonus). It never needs to make a saving throw against any destructive force short of that delivered by a god. The scepter's most useful property, however, is that it prevents any non-magical weapon from striking the holder for as long as he or she concentrates on not being hit. The holder may do nothing else while concentrating, and the *jade scepter* cannot defend the holder from any attack inflicted by magic or magic weapons.

A Charisma of at least 18 is required to wield the *jade scepter*. Any being with a Charisma below 18 who tries to lift the scepter loses a point of Constitution.

Life**XP Value:** 3,000**GP Value:** 15,000**Gods, Demigods, & Heroes**

The primary power of this scepter is the ability to make the being holding it unkillable. It acts like the *magic jar* spell but it holds the hit points of the being. The holder can be hacked forever with no harm because whenever he or she can restore hit points at will. It is made out of a pulpy wood material and is easily affected by anything that affects wood. Destroying it destroys the user.

of Light**XP Value:** 1,500**GP Value:** 6,000**The Book of Marvelous Magic**

This scepter appears and functions as a *scepter of power* in all respects. However, it sheds light in a 60-foot radius—the light cannot be dimmed by any means, including *darkness* spells or effects. The light attracts all undead within 240 feet of the scepter, who attack and try to destroy the wizard wielding the scepter. The undead may be turned normally. They ignore others unless attacked, but respond with fury if interfered with (+1 bonus to attack rolls against all except the wizard wielding the scepter). If the undead slay the wizard and then touch the scepter, the light disappears and the scepter becomes nonmagical.

Milenian**XP Value:** —**GP Value:** —**The Milenian Scepter**

The scepter has 380 Power Points with a recharge rate of 20 per turn. (See the *D&D Rules Cyclopedia*).

Long ago, when the Milenians were whisked from the surface of the Known World into the Hollow World, the Immortal Halav created the *Milenian scepter* to help them rebuild their Empire. It passed from Emperor to Emperor for many generations. However, when the scepter came into the possession of Emperor Olynthos, he used it for evil deeds, and was cursed to be the artifact's undying guardian. Olynthos and the scepter disappeared, and were believed lost forever. In truth, the scepter rests within a forgotten crypt beneath the Acropolis, waiting for someone worthy enough to defeat its guardian.

The scepter is made of iron and is 2 feet long. Glowing runes are etched into it, and it is set with a variety of glittering gemstones.

Powers: The following powers may be used the wielder of the Milenian scepter:

- *Cause Critical Wounds* (35 PP), touch only.
- *Detect Lie* (50 PP).
- *Mind Barrier* (80 PP).
- *Protection from Evil* (10 PP).
- *Raise Dead Fully* (85 PP).
- *Remove Geas* (45 PP).
- *Victory* (75 PP), +25 to War Machine Combat Results Roll (*D&D Rules Cyclopedia*); loss results on CRT limited to 91–100 results.

Any character of any Chaotic alignment who attempts to use the scepter's powers dies immediately with no saving throw. The wielder of the scepter suffers from weak magic; spells cast by him inflict less damage (–2 per die rolled) and are more easily resisted (+2 to the target's saving throws). The user also suffers a –2 penalty to all attack rolls.

Each time an attempt is made to use any of the scepter's powers, there exists a 20% chance of the wielder fumbling and dropping it to the ground, negating the attempt to use the power. Whenever the *cause critical wounds* power is used, there is a 25% chance it has the opposite effect, acting like a *cure critical wounds* spell instead. Each time the *raise dead* power is used, there is a 75% chance the wielder ages 1d6 years. While the *mind barrier* is in effect, there is a 70% chance the user suffers an extra 1d4 points of damage from physical attacks.

Plague

XP Value: 6,000

GP Value: 29,000

Dwarven Kingdoms of Krynn

The *plague scepter* serves as a *footman's mace* +4, and allows the user to infect his victim with the mold plague when an attack is successfully delivered to bare skin. (See *Dwarven Kingdoms of Krynn* for more information on the plague.)

of Power

XP Value: 2,500

GP Value: 12,500

The Book of Marvelous Magic

This scepter appears similar to a magical rod of an odd and ornate design. It has no magical power unless held by a priest or paladin. When the proper command word is uttered, the scepter boosts the priestly power; the user may turn undead and cast spells as if four levels higher (a 9th-level priest can turn and cast as a 13th-level priest). No additional spells are gained, but the spells known are cast with more power and, in some cases, with increased range or duration where such details vary with the caster's level. If used by a paladin, the scepter only affects the character's priestly functions, not fighter abilities. The scepter works once a day for one turn per use.

of the Sorcerer-King

XP Value: —

GP Value: —

Book of Artifacts

This seemingly innocuous scepter is made of a curious blue metal. One end of it is capped by a hollow circlet while two curved horns project from the other end. Overall, the scepter has the size and heft of a footman's mace. The artifact was originally found on Toril in the Forgotten Realms.

It is said that in long-ago Netheril there lived sorcerer-kings of such power and might that they arrogantly considered themselves the equals of gods. To prove their claim, they crafted items of truly reckless power. Their wanton destruction worried the other inhabitants of Faerun, and some even called on their gods to humble the mighty sorcerer-kings. The world shook with these battles, or so it is said. In their arrogance, the sorcerer-kings decided to rid themselves of these "meddling deities."

Instrumental in this evil plan was Glaeros Lhaerimm, a man many sages blame for causing the spread of Anauroch, the Great Desert. Glaeros crafted the scepter in a grim process that drained the lives of a dozen apprentices. Noting his ambition, the deities sent minions to stop him, but each one was destroyed by the other sorcerer-



kings. Finally, as Glaeros began the final stages, the divine minions broke through his defenses and destroyed him. The unfinished scepter was then snatched up by another of the Netherese sorcerer-kings, who used it to escape the fray.

In the centuries since, the scepter has turned up in the hands of many wizards and warlords, the most notable being the lich known as "the Harper King." Stolen from the undead ruler before his destruction, the scepter disappeared from view for many years. A dozen years ago, a mysterious merchant-wizard may have used it in Sembia, to fight free of an attack by the Red Wizards of Thay (who presumably knew what he bore). The whereabouts of this wizard and the *Scepter* are presently unknown.

The *scepter of the sorcerer-king* is an immensely potent device that can easily wreak havoc on an otherwise well-balanced campaign—DMs are advised to think long and hard before introducing this item into the game! Only those DMs ready to mercilessly hound the PCs with the full consequences of its use, should introduce the scepter. Once a character wields its power, a celestial alarm is sounded and the powers will not rest until the scepter does.

Clearly, finding the scepter is an adventure in and of itself. One excellent way to involve the characters is to place the scepter in someone else's hands, who then uses it to separate a PC priest from his god. After 10 days of silence (and no magic), the priest receives a vision of the scepter, with instructions to seek it out. (The PC is likely to discover that he or she is not alone in this quest!)

Particularly vindictive DMs might create a situation that allows the PCs to have their cake and sicken on it, too: One person in the party could find the scepter (and use it), only to have the group's priest discover he must destroy it! (This case of double jeopardy is only recommended for those players able to role-play the conflict without lingering ill feeling.)

Anyone who finds the scepter is advised to keep it hidden, using the powerful item only for the most desperate situations and then immediately hiding the item again. Indeed, there is even the possibility that the mortal owner of the scepter might, on the 11th day of possession, receive a visit from a very irate avatar!

Constant Powers: The scepter automatically rebounds any magic or psionic power targeted

specifically against its wielder (area effects are not included), and then magnifies the damage and duration tenfold (if possible). A *magic missile* curves back on its caster and inflicts $1d4+1 \times 10$ damage, for example.

Invoked Powers: Nine times a day, a touch of the scepter (which requires a successful attack roll against unwilling targets) can *heal* or *harm*, as the wielder wills. In either case, the gain or loss is $2d12$ points of damage; furthermore, 1 point is always a permanent gain or loss. The scepter cannot alter a creature's permanent hit point total by more than 9 points, and when this number is reached, the creature is no longer affected by this property of the scepter, for good or ill. The creature's death does not change the scepter's count (a resurrected being doesn't start over with the opportunity for another nine weals or woes).

Once a day, the scepter can *dispel magic* automatically. The item to be dispelled must be touched by the scepter, and a successful attack roll must be made if the item is held by an opponent. Each time this power is used, there is a 2-in-6 chance to drain the item as a *rod of cancellation* and to create a permanent magically dead area with a 60-foot radius. Only artifacts are immune to the effects of this magically dead zone.

Curse: For 10 full days from the instant the scepter is used, the influence of a single, randomly chosen deity is banished from the world where the character resides. Note that this affects only a single world. If, for example, the deity is barred from Toril, it could still potentially be active on Selune, a moon of that world.

While banished, the deity cannot observe, control, contact, or influence beings and events on that world. The god cannot enter that world as an avatar, by manifestation, vision, nor possession; nor can the deity send any of its Outer Planar minions or items, except with the aid of others. Note that a *gate* opened from the barred world to the deity's plane is still possible. While the deity is barred, new spells cannot be gained by any priest, paladin, or ranger of that faith. One deity is affected per use of the scepter, although those whose area of control includes magic are immune.

Given the devastating effect of this item, the deities of those worlds where the scepter is known have carefully instructed their senior priests as to what the scepter looks like and what

should be done if it appears. Most often, the powers demand the death of the wielder. Deities themselves are blind to the location or presence of the scepter, and must rely on the eyes of their followers.

Suggested Means of Destruction:

- Destined to rid the world of meddling gods, the incomplete scepter can only be destroyed by using it to slay a god.
- The scepter is destroyed when the last of the sorcerer-kings (now potent lichs) are hunted down and killed. Of course, the scepter is powerless against its makers.
- The scepter is destroyed when all the gods forswear any further attempts to involve themselves in the affairs of mortals.

Stone Scepter of Shih

XP Value: —

GP Value: —

Black Courser

An unknown ally of the wizard Shih created the *stone scepter of Shih* for the sole purpose of overthrowing the evil emperor and necromancer, Tan Chin (now known as Ambuchar Devayam). A simple wooden staff capped by a stone pommel, the scepter must be wielded by a character of lawful good alignment to use its full benefit, although characters of any good alignment can use it to some effect as outlined below.

Minor Powers:

- *Protection from Undead*: as scroll spell.
- Attack noncorporeal creatures: can be used as a normal weapon against creatures such as ghosts, spectres, and groaning spirits.
- *Immunities*: Bearer is immune to level-draining and magical aging, paralysis, fear, *magic jar*, and *chill touch*.
- Hits at +5 in normal combat.
- Bestows 50% magic resistance upon bearer.

Major Powers:

- *Petrification*: Once per day, can cause any intelligent being of 7 HD or less looking upon it to *turn to stone* (save vs. petrification with -2 penalty).
- *Destroy Undead*: At will, can cause any undead creatures of 3 HD or less within 50 feet to burst into flames. Undead of 3+1 to 7 HD must save vs. rod or also be destroyed. Undead of more than 7 HD suffer 5d10 fire damage (save vs. rod for half damage).
- *Rescue*: At will, can negate effects of level draining and aging attacks, paralysis, fear,

magic jar, and *chill touch* for one individual.

Dangers: User alignment restrictions are as follows.

- **Lawful Good**: can use any of the scepter's powers.
- **Chaotic and Neutral Good**: can use minor powers only.
- **Chaotic, Lawful, and True Neutral**: can wield staff as normal weapon.
- **Chaotic and Neutral Evil**: suffer 1d10 electrical damage per round when grasping staff (no powers).
- **Lawful Evil**: suffer 1d10 electrical damage per round, save vs. rod or fall unconscious for 1d10 rounds when grasping staff (each round).
- **Minor Power Costs**: Any time a minor power is used or activated (even involuntarily), bearer loses 1d4 hp.
- **Major Power Costs**: Any time a major power is used or activated (even involuntarily), bearer loses 1 point of Constitution (permanently). Not even a *restoration* or *wish* spell restores this loss.
- **Use restrictions**: If it becomes clear to the DM that the scepter bearer does not intend to face Tan Chin/Ambuchar Devayam, the scepter mysteriously stops functioning.
- **Corrupting Effect**: Bearer becomes increasingly distrustful of authority. Within one month, he cannot help insulting someone styled as emperor, king, rajah, shah, and so forth.
- **Weakness**: The *stone scepter of Shih* can only be destroyed by submersion in molten rock.

of Truth

XP Value: 1,000

GP Value: 2,000

Assault on Raven's Ruin

This well-carved wooden rod with gold and silver inlays causes all who touch it to speak the truth. The effect lasts only so long as the individual touches the rod. The scepter does not use charges.

Scope

A scope resembles a foot-long brass tube with a clear lens at each end. By peering through the eyepiece, the user can see distant objects as though it were much closer than it really is. See **Telescope** for more information and possibilities.

of Celestial Analysis

XP Value: 1,500

GP Value: 6,000

Heart of the Enemy

This device is a foot-long brass tube. By peering through the tube at a planet, star, or other celestial body, the user learns general information about the body being observed. A ring around the middle of the tube can be rotated to lock in any one of three different lenses. Each lens is a different color and provides different information, determined by the tint of the image in the lens. The observed body must be within 1,000 miles for the scope to function. Each reading has a 90% chance of success; if the reading is unsuccessful (a roll of 1 on 1d10), the lens appears black. If the DM wishes to withhold information from the PCs, it may be determined that any successful reading is inconclusive. An inconclusive result means that because of unusual weather patterns, magical interference, or other factors, the reading has revealed no meaningful information.

Red Air Quality (AQ) Lens: The red AQ lens gives a general indication of the breathability of the body's atmosphere.

Tint	Result
Pink	The atmosphere is fresh and completely breathable.
Medium Red	The atmosphere is foul, thin, or similarly difficult to breathe. Air-breathing characters and creatures must make all attack rolls and ability checks at a -2 penalty while operating in this atmosphere.
Dark Red	The atmosphere is deadly and unbreathable; air-breathing characters must make a saving throw vs. poison each turn or fall unconscious. A second failed saving throw means death.
Purple	Inconclusive.

Yellow Ambient Temperature (AT) Lens. The yellow AT lens gives a general indication of the body's average temperature. (Note that temperature variants may persist in specific locations; for instance, a planet giving a Medium Orange reading may also have polar ice caps and scorching deserts, though the average temperature of the planet is moderate.)

Tint

Light Orange

Medium Orange

Dark Orange

Brown

Result

The average temperature is below 0° F.

The average temperature is between 0° F and 100° F.

The average temperature is above 100° F.

Inconclusive.

Blue Sentient Life Lens. The blue SL lens tells the user if any sentient life (defined here as Low intelligence and above) exists on the body. The reading gives no indication of the type of life or the number of sentient creatures; for instance, the presence of a single orc on a planet is enough to cause a positive reading. If the celestial body has only magical creatures or creatures of extraplanar origins such as zombies or elementals, the reading is inconclusive. (When the DM is in doubt, the reading is Inconclusive).

Tint

Light Blue

Medium Blue

Dark Blue

Result

Positive.

Negative.

Inconclusive.

of Seeing

XP Value: 1,000

GP Value: 10,000

The Complete Wizard's Handbook

This is a portable viewing scope with unlimited range. No physical barriers block the view of a person using the *scope of seeing*. The scope enables the user to observe the details of the sun, the moon, and distant worlds. It also allows the user to see completely through the earth to observe locations on the opposite side.

Scroll

Scrolls are generally found in cylinders—tubes of ivory, jade, leather, metal, or wood. Some tubes are inscribed with magical runes or strange writing the PCs must read in order to open the container. This is up to the DM. Taking this approach encourages players to select and use the *read magic* or *comprehend language* spells. It also makes it possible to protect power scrolls with traps (*symbols*, *explosive runes*) and *curses*.

Each scroll is written in its own magical cypher. To understand what type of scroll has been found, the ability to *read magic* must be available. Once a scroll is read to find its con-

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tents, a *read magic* spell is not needed after that to invoke its magic. Even a scroll map appears unreadable until the proper spell (*comprehend languages*) is used.

Reading a scroll to find its contents does not invoke its magic unless it has a specially triggered curse. A *cursed scroll* may appear to be a scroll of any sort. It radiates no evil or special aura beyond being magical.

A *protection scroll* can be read by any class of character even without a *read magic* spell. If a scroll isn't immediately read to learn its contents, there is a 5% to 30% chance it will fade. The DM sets the percentage or rolls 1d6 to determine it for each scroll.

When a spell scroll is examined, the following table can be used to find its nature:

Roll	Scroll Type
01-70	Wizard
71-00	Priest*

*Other classes in the priest group can, at the DM's discretion, have unique scrolls as well. Only the indicated class of character can use the scroll, except thieves and bards, who can use any scroll, as explained in the *PHB*.

Level of Scroll Spells: All scroll spells are written to make use as quick and easy as possible for the writer. The level of the spell and its characteristics (range, duration, area of effect, and so on) are typically one level higher than that required to cast the spell, but never below the 6th level of experience.

Thus, a 6th-level wizard spell is written at 13th level of ability, a 7th-level spell at 15th level, and so on. The DM can make scroll spells more powerful by increasing the level at which they are written. This will, however, affect the chance of spell failure.

Spell Failure: If any spellcaster acquires a scroll inscribed with a spell of a level too high to cast, he or she can still try to use the spell—the chance of failure, or other ill effects, are 5% per level difference between the character's present level and the level at which the spell could be used.

For example, a 1st-level wizard finds a scroll with a *wish* spell inscribed upon it. The chance of failure is 85%, as *wish* is a 9th-level spell, attained at 18th level: $18 - 1 = 17$; $17 \times 5\% = 85\%$. A percentile roll of 85 or less indicates failure of some sort, and the table below should be

consulted. In this case, the spell is 30% likely to fail without effect, while the chance for a reverse or harmful effect is 70%.

Difference in Level	Chance for Failure
1-3	95%
4-6	85%
7-9	75%
10-12	65%
13-15	50%
16 and up	30%

Use of Scroll Spells: When a scroll is copied into a spell book or read to release its magic, the writing completely and permanently disappears from the scroll. The magical content of the spell, bound up in the writing, is released and erased. Thus, reading a spell from a *scroll of seven spells* makes the item a *scroll of six spells*. No matter what a player may try, each spell on a scroll is only usable once. Exceptions should be made very rarely and only when you have a very special magical item in mind—perhaps a scroll that can be read once per week—this would be potent magic indeed.

To use a scroll there must be enough light to read by and the scroll must be read aloud. A scroll can only be used once, for the words disappear as they are read aloud. Only wizards can use wizard spell scrolls, but only after a *read magic* spell has been cast to understand each scroll. Only priests may use priest spell scrolls. Anyone may use protection scrolls and treasure maps.

Casting Scroll Effects: The initiative modifier of a scroll is its reading time. For scroll spells, this is equal to the casting time of the spell. For protection scrolls, the reading time is given in the explanation of the scroll effects. The only requirements for using a scroll are sufficient light to read by and the actual verbalization of the writings. If the reading of a scroll is interrupted, the scroll effect is lost and that spell fades away and is lost. Spell components are unnecessary for a scroll reader, and no adverse effects associated with casting the spell are suffered—these requirements or penalties have been fulfilled or suffered by the creator of the scroll.

Protection Scroll Effects: If a PC has more than one protection scroll, the effects are cumulative, but not the duration. Scrolls that protect



against creatures do not create an actual, physical globe. If the user forces the creature into a place from which further retreat is impossible (backs one into a corner, say), and then continues forward until the creature would be within the radius of the circle, the creature is not harmed, and the protection is considered voluntarily broken and disappears. There is no way in which a protection scroll can be used as an offensive weapon.

Who Can Use Scroll Spells: Ability to use scroll spells does not permit a priest to use a wizard spell, or a wizard to use a priest spell. Likewise, it does not extend the ability of spell use to nonspellusing characters except with respect to protection scrolls. Anyone can use a protection scroll. Paladins and rangers cannot use priest scrolls.

Those characters able to read and employ scroll spells can do so regardless of other restrictions. Once the spell is known, it is not necessary to use a *read magic* spell in order to invoke its powers. Scrolls can be read even by wizards who are unable to employ the spell copied because of an inability to learn it or because it is too high in level (although, in the latter case, there is a chance of spell failure).

Spell Level Range: The level range shown in *Mixed Priest Spheres Scroll*, *Priest Scroll*, *Priest Scroll of Mixed Spheres*, and *Wizard Scroll* gives the parameters for random determination of spell level for scrolls if you choose not to set this. With the spell level decided, find the particular spell by consulting the appropriate Spell Tables in the *PHB*.

of Animal Growth

XP Value: 1,200 **GP Value:** 6,000
Adventure Pack I

This scroll works the same as the spell cast by a 10th-level druid. It causes up to eight animals to grow to twice their normal size, doubling Hit Dice, hit points, and damage.

Ballant's

XP Value: 2,500 **GP Value:** 25,000
DRAGON Magazine 145

The wizard Ballant was a man much taken with the theories of siege warfare, probably because his own castle was frequently beset with humanoid invaders from nearby mountains. The two wizard spells that he created speak of his singular obsession.

Ballant's Stonestrength

(Alteration)

Level: 5

Components: V, S, M

Range: 20 yards

Casting Time: 6

Duration: 3 turns + 2 turns/level

Area of Effect: Special

Saving Throw: None

Definition: *Ballant's stonestrength* causes any single stone structure, no matter what its size, to increase in structural value by 10% per level of the spellcaster. For example, a 13th-level wizard casting this spell on a stone gatehouse increases its structural value by 130%, from 120 to 276. The stone becomes tougher and more resistant to chipping and cracking. Any damage done to it is first subtracted from its magically gained structural points (so even if greatly battered, it may escape uninjured at the spell's expiration). Since this spell affects only stone, it cannot wholly buttress a structure composed of both stone and, say, earth or wood. A DM may either figure out how each piece of strengthened stone affects the structure as a whole, or simply figure the new structural value as a percentage (if a wall is 40% stone, the spell is 40% effective).

Ballant's stonestrength completely repairs any stone creature (stone golem, xorn, galeb duhr) it is cast upon, though this vigor is limited to the spell's duration. When cast upon a petrified character (having suffered the effects of a medusa or *flesh to stone* spell), this spell provides virtual immunity to incidental chipping and breaking. It may be cast in conjunction with a *wall of stone*. The material components of this spell are a small granite wedge and a pinch of powdered iron, which is sprinkled over the wedge during the spell's casting. When the spell is cast, both components disappear.

Ballant's Stonesplit

(Evocation)

Level: 6

Components: V, S, M

Range: Touch

Casting Time: 6 segments

Duration: Permanent

Saving Throw: Special

Area of Effect: One 10-foot cube of stone/level
Definition: The wizard who casts this spell cleaves the next stone object he or she touches, the



force, extending from the fingertips, manifesting in a spray of light and a thick, winding crack that appears in the stone with considerable force. The crack reduces an amount of stone to rubble equal to the spell's area of effect, but it does nothing to clear the rubble away. For example, a 12th-level wizard touching a 100-foot long, 10-foot thick, and 30-foot high stone wall will crack to rubble a 40-foot wide section. Rubble fills the gap to a height of half that of the original wall and sloping away from each side at about a 45° angle. There is a 3-point initiative delay between the wizard's touch and the full extent of the spell's damage, which is usually enough time for a mobile caster to escape being crushed by his or her own spell. A successful *dispel magic* during this interval period negates *Ballant's stonesplit*. If this spell is cast on a stone floor, a fissure opens and the rubble settles quickly, dropping the floor 1d4 feet and causing 1d4 points of damage to all in the area of effect. The devastating effect of this spell when cast on a stone ceiling is limited both by its range (touch) and by its 3 point delays (enough time for the caster to get out of the way is also enough time for anyone else to get away).

Ballant's stonesplit causes great damage to stone-composed creatures (such as galeb duhr)—1d8 points of damage per level of the caster, or

half if a save vs. spell is made—although the caster must first score a hit in melee. This spell automatically obliterates a petrified character. Magical items composed of stone are allowed to save (at -4) vs. disintegration to avoid destruction. The material component for this spell is a single diamond-tipped chisel worth at least 1,000 gp, which disappears when the spell is cast.

of Communication

XP Value: 3,000

GP Value: 15,000

DUNGEONS & DRAGONS Rules Encyclopedia

This "scroll" actually consists of two scrolls, one wrapped inside the other. They are easily separated. If a message is written on one scroll, it immediately appears on the other. There is no limit to the range, as long as both scrolls are on the same plane of existence. The message may be up to 100 words in length. If one message is erased, the other disappears as well. Each must be erased before another can be written, and there is a 5% chance (not cumulative) that erasing destroys the magic of both scrolls.

of Creation

XP Value: 4,000

GP Value: 20,000

DUNGEONS & DRAGONS Rules Encyclopedia

The user of this valuable scroll may draw a picture of any normal item up to 5- by 10- by 1-foot in size (though drawn much smaller) and up to 5,000 cns weight. The item may then be taken off the scroll and used! Magical items cannot be created, nor can live things, but all types of armor and weapons, for example, are quite easily created. The item vanishes either on command of the creator or after 24 hours. The scroll can create one item per day only.

Curate's

XP Value: 300

GP Value: 1,500

Hall of the Fire Giant King

This drow scroll contains the following three spells: *gate*, *unholy word*, and *restoration*.

Cursed

XP Value: —

GP Value: 500

DUNGEON MASTER Guide

Some scrolls bear powerful curses, placed intentionally or as a result of flawed scroll-making. Cursed scrolls take effect the instant they are read. A *cursed scroll* can have any effect the DM desires, although few should be outright deadly. Suggested curses include the following:

2d12 Curse

- 2 Bad luck (-1 on attacks and saving throws).
- 3 The character's beard grows 1" a minute.
- 4 The character is *teleported* away from the rest of the party.
- 5 Random monster appears and attacks.
- 6 The character is *polymorphed* into a mouse.
- 7 The character shrinks to half normal size.
- 8 The character is stricken with weakness, halving his or her Strength score.
- 9 The character falls into a deep sleep and cannot be aroused.
- 10 The character develops an uncontrollable appetite.
- 11 The character must always speak in rhyme (preventing most spellcasting).
- 12 The character is blinded or deafened.
- 13 The character is stricken with cowardice and must make a morale check every time an enemy or monster is encountered.
- 14 The character's alignment is changed.
- 15 The character suffers 2-6 points of damage.
- 16 The character suffers amnesia.
- 17 The character feels compelled to give away all belongings.
- 18 The character must save vs. paralyzation or petrification.
- 19 The reader turns into a frog (or some other harmless animal).
- 20 A wandering monster of the same level as the reader appears and attacks the reader by surprise (a free attack with bonuses).
- 21 One magical item owned by the reader disappears (the item is chosen or randomly determined by the DM).
- 22 The reader loses one level of experience, as if struck by a wight. (The DM should roll again for a first-level character to avoid unfair "instant death.")
- 23 The reader's Prime Requisite must be rerolled.
- 24 Future wounds take twice as long to heal, and healing spells only restore half normal amounts until the curse is lifted.

In general, the effects of a curse can be negated or reversed by a *remove curse*. Some cases (such as petrification) may require the use of other spells. Overcoming a curse should be difficult for the player characters, but not impossible.

Cursed II

XP Value: —

GP Value: 500

Land of Fate

The entry above provides an abundance of curses. The lands of Zakhara, however, possess eight more:

Roll Curse

- 1 The PC is cursed with the *evil eye*.
- 2 The PC is cursed with lycanthropy (DM's choice of creature).
- 3 The PC is *polymorphed* into a donkey, goat, or camel. A hakima will be able to see the individual's true form.
- 4 The PC's station is reduced to 1. Wherever the character goes, he or she is reviled.
- 5 The PC is smitten with the first individual of the same or related species and opposite sex that he or she sees.
- 6 The PC has earned the enmity of a powerful ruler of some town (DM's choice). There is no need to tell the player about this immediately, let the player discover this.
- 7 The PC has caught the attention of a mischievous djinni that follow the individual invisibly, playing practical jokes (nothing deadly, but the djinni will not aid the character in danger either). If detected, the djinni may leave if properly bribed.
- 8 The scroll is blank, save for *glittering dust* that falls from the scroll when opened. The dust does nothing, except to make the players very paranoid. The DM may, at random moments, call for additional (ignored) saving throws from the PC who opened the scroll to convince the player that something is afoot.

Cursed Scroll of Amber

XP Value: —

GP Value: 750

Castle Amber

When read, this *cursed scroll* turns its victim into a living fly trapped in a piece of amber unless a saving throw vs. spell is made.

of the Death Servant

XP Value: 3,000

GP Value: 15,000

The Hidden Shrine of Tamoachan

This is a scroll that always detects nonmagical. It reads, "For you, the greatest gift of all." When the character reads the scroll he or she feels a chill and then a warmth drifts across his or her back. Unknown to the character a death servant has just

merged with his or her shadow. Invisible to all, it travels with the character until he or she is about to receive a fatal blow or means of certain death for which the character has failed a saving throw. Then the black, shadowy form will push the character to safety and take the death stroke intended for its master. Once the death servant has done this, it dissipates in a cloud of black vapor.

of Delay

XP Value: 1,000

GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedica

This is a single spell scroll. When casting the spell from this scroll, the user states an amount of delay from 0 to 12 rounds. After that, if the user carries the scroll, the user has complete control of the spell when it occurs. If the scroll is not carried by the user, the spell effect appears around the scroll itself, affecting the nearest creature if a recipient is part of the spell process. The spell does not affect the scroll, even if it is fire-based. For example, a wizard reads a *delay lightning bolt scroll*, delaying it eight rounds, and then puts the scroll away. Eight rounds later, when the *lightning bolt* actually appears, the wizard may choose the range and direction by mere concentration, as if casting the spell at that time.

Domination

XP Value: 1,500

GP Value: 4,500

DRAGON Magazine 91

A *scroll of domination* is a powerful magical document that can cast an advanced form of *charm* spell over any one being normally affected by a *charm person* spell. The document requires a *read magic* spell to understand, and may only be used by wizards. When the scroll is read to perform its magic, the writing disappears and the scroll is thereafter useless, just as if it were a *scroll of spells*. The target of the *dweomer* must be within 60 feet of the scroll reader when the power of the scroll is exercised. The target is allowed a saving throw vs. spell at -2 (with Wisdom bonus or penalty applicable); if the throw fails, the being becomes *charmed* and obeys the caster's verbal commands. And, if both caster and victim share a common language, the victim also obeys mental commands of the wizard as well. This *charm* power is the same as that used by vampires. The victim will not obey a self-destructive act, but neither is the *charm* broken if such a command is issued.

The influence of this scroll can only be broken by a *dispel magic* or *remove curse* spell from a spellcaster of at least 12th level, or by *limited wish*. The *charm* power is of relatively short duration, lasting only 4d4 hours. The victim is freed of the scroll's effect sooner than this if he or she is taken farther than 60 feet from the scroll reader (the victim cannot do so by "free" will), or if a *magic circle of protection* comes between wizard and victim.

of the Efreeti

XP Value: 1,000

GP Value: 4,500

Mordenkainen's Fantastic Adventure

This scroll appears wrought from some alien hide. Upon it are many flaming runes and sigils. In the possession of a wizard, this scroll acts as a *ring of fire resistance*. If read, an efreeti will appear immediately, summoned from the Elemental Plane of Fire. It will serve its "master" for 1d4+1 hours and then leave, the scroll is then useless.

of Equipment

XP Value: 1,000

GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedica

This parchment is inscribed with the names of six normal items (that the DM selects or randomly determines). When any item's name is read aloud, the item appears within 10 feet of the scroll; the name disappears. The item will remain for 24 hours or until the user commands it to vanish. The name reappears on the scroll when the item vanishes. Any three of the six items listed on the scroll can be created each day.

of Erasing

XP Value: 1,600

GP Value: 9,000

DRAGON Magazine 30

The *scroll of erasing* was developed as an *Orlow's note pad*. Passing one's palm over anything written on this scroll erases the scroll completely. It is also rumored that the wizard was enamored of a local lass and would compose passionate poems to her on this pad. Should Fran approach, he was able to erase the incriminating verses.

of Five Priest Spells

XP Value: 700

GP Value: 2,100

The Temple of Elemental Evil

This scroll contains *magic stone*, *wyvern watch*, *death's door*, *spike stones*, and *air walk*.

of Five Priest Spells II

XP Value: 1,000 **GP Value:** 5,000

The Temple of Elemental Evil

This scroll contains *endure cold/heat*, *aid*, *negative plane protection*, *cloak of fear*, and *spike growth*.

of Five Wizard Spells

XP Value: 900 **GP Value:** 4,500

The Temple of Elemental Evil

This scroll contains *firewater*, *flaming sphere*, *chain lightning*, *sequester*, and *volley*.

of Flame Magic

XP Value: 900 **GP Value:** 4,500

Land of Fate

Spells for these scrolls are taken from the "elemental" listings for each level. If no suitable spell exists at the rolled level, then the DM rolls on (or chooses from) the "universal" category. Spell lists can be found in the *AL-QADIM® Arabian Adventures Campaign Book*.

of Four Illusionist Spells

XP Value: 800 **GP Value:** 4,000

The Temple of Elemental Evil

This scroll contains *chromatic orb*, *fascinate*, *delude*, and *dispel magic*.

Glyph

XP Value: 100/glyph **GP Value:** 300/glyph

DRAGON Magazine 50

Any scroll with a *glyph of warding spell* should be accompanied by a specific *glyph*. If the glyph can not be cast because of alignment differences, the scroll is useless. If the glyph is of a level beyond the priest, treat the casting as for a wizard casting a *scroll spell* of a level higher than his or her own, with the appropriate chance of failure.

of Ha Rahni

XP Value: 2,000 **GP Value:** 7,000

Kara-Tur

The *scrolls of Ha Rahni* are long silk rolls wound on ornate teak spools. The spools fit tightly into matching carved boxes, inset with gems and brass chasing. There are four scrolls per box and two boxes. Each scroll is a treatise, diary, notebook and spellbook of the famous wu jen of Old Banang, Ha Rahni. These scrolls list the following spells: *accuracy*, *bind*, *fire shuriken*, *whip*, *disguise*, *haste*, *fire rain*, *hold person*, *scry*, *melt metal*, *wall of fire*,



conjure elemental, *telekinesis*, *enchant an item*, *surelife*, and *internal fire*. Most of the scrolls are illuminated with colored threads and small illustrations, and they are nonconsecutive, as the wu jen wrote one day in one, the next in another.

Ha Rahni began the scrolls after his touring days, when he took the profits of his adventures and settled down in Banang around the year 2180. He was a powerful and inquisitive man, setting up many laboratories and recording numerous arcane facts in his scrolls. The records remained in his hands until 2212, the year of Ha Rahni's death, when the scrolls were passed on to his students. Many of the illuminations to the texts are attributed to these followers of the great wu jen. Ha Rahni's house and grounds became a school for the methods of his magic, led by an enthusiastic young wu jen, Xogah Koo, who never reached Ha Rahni's level of skill in magic, but far outpaced his teacher as a businessman. The Ha Rahni School is a martial magic training school in modern Banang, a tribute to the skills of Xogah Koo.

In the year 2297, the main house in the school compound caught fire and the scrolls were rescued only seconds before disaster. The evil wu jen Hordolaz stole the scrolls and flew to his tower in the city of Ca'hong Chwi, before it was flooded. Hordolaz hid them in his apartments overlooking the

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city, and used the knowledge they gave him for evil purposes. In 2315, when the city was flooded and destroyed, the evil Hordolaz was killed by T'u warriors, but the scrolls were not recovered. It is rumored they still exist, perhaps hidden in the submerged tower of the wu jen.

of Illumination

XP Value: 500 **GP Value:** 2,500

DUNGEONS & DRAGONS Rules Cyclopedica

This scroll bears the drawing of a flame. If the scroll is set afire, it will burn with a clear light in a 60-foot radius, lasting for up to six hours per day. The burning does not harm the scroll, but it is nevertheless "normal" fire (and can be used to light torches, for example). The flame cannot be extinguished except by water or on command of the user; no wind, normal or magical, can cause it to even flicker. This item may already be lit when found.

of Mapping

XP Value: 700 **GP Value:** 3,500

DUNGEONS & DRAGONS Rules Cyclopedica

This scroll is blank. When held and commanded to write, the scroll will draw a map of any area selected (that is, the DM accurately draws the map for the players). The area must be completely within 100 feet of the scroll, and it may be up to 10,000 square feet in size. The scroll has 1 chance in 6 to detect secret doors, but it will not draw what lies beyond them. The scroll functions once per day.

of Mapping II

XP Value: 1,200 **GP Value:** 6,000

POLYHEDRON Newszine 58

These scrolls, when unrolled, automatically map wherever its owner goes. When the command word is spoken within 20 feet of the scroll, it clears itself of all previous maps and begins again. The scroll's command word is usually written on the scroll. If it is a common word, this could cause problems for the person using it, as the scroll would continue to erase itself. The scroll keeps a legend of what its possessor sees, noting scale, direction, and the symbols for doors, pits, and other features. Objects such as secret doors do not appear on the scroll unless the possessor finds them. If the scroll is not cleared within 10 days after it is last used, it erases itself. Therefore, when found as an item of treasure, it is likely to be blank. A typical *scroll of mapping* is 18 inches long and 12 inches wide. The wielder is

free to designate the scale of any map drawn, and the scroll automatically centers the map on the page. However, if the map becomes too large to fit, the scroll automatically clears itself, then continues to map.

of Mixed Priest Spheres Spells

XP Value: 900 **GP Value:** 4,500

Land of Fate

Some priest scrolls contain spells from mixed spheres. For each spell, roll on the following table for spheres. Spell lists can be found in the *AL-QADIM® Arabian Adventures Campaign Book*.

Roll	Sphere
01-10	All (general)
11-16	Animal
17-18	Astral
19-25	Charm
26-35	Combat
36-40	Creation
41-50	Divination
51-55	Elemental
56-60	Guardian
61-73	Healing
74-76	Necromantic
77-78	Plant
79-85	Protection
86-90	Summoning
91-95	Sun
96-00	Weather

Mondasso's Automated Spell

XP Value: 3,000 **GP Value:** 15,000

POLYHEDRON Newszine 82

These scrolls were developed by a wizard who wandered Abeir-Toril for decades creating various devices to speed scroll manufacture. The most successful of his experiments, *Mondasso's magical automated spell scrolls*, appear as rather plain lengths of vellum, the only writing on them is a monogrammed "M" at the top.

To use a scroll, a wizard must sleep for several hours, as if he needed to memorize spells. When the wizard awakens, he rolls out one of *Mondasso's magical automated spell scrolls*, spreads 10 gp worth of ink on the paper, and begins to memorize a spell. As the spell is being memorized, instead of being inscribed in the wizard's memory, the ink coalesces in magical words, transcribing the spell onto the scroll. A scroll can hold up to 20 spell levels before being filled. Spells can be transcribed only once.

Nether

XP Value: 2,500

GP Value: 7,500

The Savage Frontier

These magical scrolls were produced by wizards of the creator races. Later, they became the magical foundation of ancient Netheril, but disappeared long before Netheril fell. The entire collection is said to number 100 scrolls, inscribed in exotic runes upon sheets of purest gold. Their true contents are unknown, but many are suspected to contain exotic spells more powerful than any known today, requiring components that no longer exist. The scrolls are an opportunity to introduce exotic new spells into a campaign.

of Portals

XP Value: 2,000

GP Value: 10,000

DUNGEONS & DRAGONS Rules Cyclopedia

This scroll creates a *pass-wall* effect, identical to the wizard spell. When placed on a surface and commanded to function, the scroll disappears and a 5-foot-diameter hole appears that is up to 10 feet deep. The scroll does not affect living or magical things. The hole disappears after 3 turns or when commanded by the reader of the scroll. When the hole disappears, the scroll reappears. The scroll may be used twice each day.

Priest Scroll of Mixed Spheres

XP Value: 100/level

GP Value: 300/level

DRAGON Magazine 179

Some priest spell scrolls contain mixed spheres. For each spell, roll on the following table for sphere:

Roll	Sphere
01-10	All (general)
11-16	Animal
17-18	Astral
19-25	Charm
26-35	Combat
36-40	Creation
41-50	Divination
51-55	Elemental
56-60	Guardian
61-73	Healing
74-76	Necromantic
77-78	Plant
79-85	Protection
86-90	Summoning
91-95	Sun
96-00	Weather

Priest Scroll of Mixed Spheres II

XP Value: 100/level

GP Value: 300/level

Land of Fate

Roll	Spells
01-05	1d4 Spells, all (universal) sphere
06-09	1d4 Spells, animal sphere
10-11	1d6 Spells, animal sphere
12	1d2 Spells, astral sphere
13-16	1d4 Spells, charm sphere
17-18	1d6 Spells, charm sphere
19-21	1d4 Spells, combat sphere
22-25	1d4 Spells, creation sphere
26-30	1d4 Spells, divination sphere
31-34	1d6 Spells, divination sphere
35-38	1d4 Spells, elemental sphere
39-40	1d6 Spells, elemental sphere
41	1d8 Spells, elemental sphere
42-44	1d4 Spells, guardian sphere
45-55	1d4 Spells, healing sphere
56-58	2d4 Spells, healing sphere
59-60	1d4 Spells, necromantic sphere
61-62	1d4 Spells, plant sphere
63	2d4 Spells, plant sphere
64-67	1d4 Spells, protection sphere
68-69	1d6 Spells, protection sphere
70-72	1d4 Spells, summoning sphere
73-74	1d6 Spells, summoning sphere
75-77	1d4 Spells, sun sphere
78-80	1d4 Spells, weather sphere
81-95	1d8 Mixed priest spells
96-00	Cursed scroll

of Priest Spells

XP Value: 800

GP Value: 4,000

Land of Fate

Priest spells are separated by sphere as opposed to level. Check the appropriate sphere and roll randomly or choose a spell. Spell lists are in the *AL-QADIM® Arabian Adventures Campaign Book*.

of Protection from Acid

XP Value: 2,500

GP Value: 7,500

DUNGEON MASTER Guide

The reader is protected from all forms of acid, to a maximum damage of 20 Hit Dice or a maximum duration of 1d4+8 turns, whichever occurs first. Reading time is 6.

Protection from Air**XP Value:** 2,000**GP Value:** 6,000

DRAGON Magazine 179

This scroll issues a 10-foot-diameter zone of protection centered on the reader. All types of air-based attacks, including strong winds of a magical or natural nature and poisons carried on breezes, are unable to cross into this area, leaving the reader and those nearby untouched. The scroll does not protect against poisons that are not blown into the area of the protection (reading the scroll and jumping into a *cloudkill* spell does not offer any protection, but if the *cloudkill* is carried by the wind toward the individual, the individual is protected). The protection lasts 1d4+4 turns. It has no effect on creatures of elemental air but can protect against the air-based attack forms they use. The reading time for this scroll is 6.

of Protection from Baatezu**XP Value:** 1,000**GP Value:** 6,000

DUNGEON MASTER Guide, 1st Edition

This scroll is nearly identical to the *protection from tanar'ri scroll*. It requires one round to read if it is to protect against all kinds of baatezu, including pit fiends, a reading time of 7 is required to protect against greater baatezu, and a reading time of 3 is needed to protect against lesser and least.

In Kara-Tur: This scroll is not commonly found in Oriental lands. The result should be rerolled.

of Protection from Cold**XP Value:** 2,000**GP Value:** 6,000

DUNGEON MASTER Guide

Protection extends outward from the reader to a 30-foot-diameter sphere. All within the area are protected from the effects of nonmagical cold to a temperature of absolute zero (-460°F). Against magical cold, the scroll confers a +6 bonus to saving throws and ¼ damage (¼ if the saving throw is made). The duration of the scroll is 1d4+4 turns. It has a reading time of 3.

of Protection from Divination**XP Value:** 2,000**GP Value:** 6,000

DRAGON Magazine 179

This scroll cloaks the reader and all other things within 10 feet from being affected by any spells of the divination school. These spells fail when cast within this area, or when attempting to affect

beings or items within the area. Spells and abilities that reveal magical properties without the use of divination spells (such as the hakima ability of *seeing truth*) are unaffected by this spell. The reading time for this scroll is 8.

of Protection from Dragon Breath**XP Value:** 2,000**GP Value:** 6,000

DUNGEON MASTER Guide

Only the individual reading the scroll is protected. Protection extends to all forms of dragon breath and lasts 2d4+4 rounds. The reading time varies.

In a DRAGONLANCE Campaign: *Scrolls of protection from dragon breath* do not exist on Ansalon.

of Protection from Earth**XP Value:** 1,500**GP Value:**

DRAGON Magazine 179

This scroll protects the reader and those within 10 feet from all forms of earth-based attacks, including avalanches, sand slides, quicksand, and earthquakes, whether magical or natural in origin. The reader and those who remain within 10 feet merely float to the surface in such cases and may walk across unstable ground without ill effect. This scroll does not provide protection against the physical attacks of earth elementals or dao, though it does protect against the magical, earth-based effects such beings create for 1d4+4 turns. The reading time for this scroll is 6.

of Protection from Electricity**XP Value:** 1,500**GP Value:** 4,500

DUNGEON MASTER Guide

Protection is provided in a 20-foot-diameter sphere centered on the reader. Those protected are immune to all electrical attacks and associated effects. The protection lasts 3d4 rounds. The reading time for this scroll is 5.

of Protection from Elementals**XP Value****GP Value**

All: 2,000

6,000

Earth: 1,500

4,500

Air: 1,500

4,500

Fire: 1,500

4,500

Water: 1,500

4,500

DUNGEON MASTER Guide

There are five varieties of this scroll. Roll percentile dice and consult the following table:

4709

Roll	Type of Scroll
01-15	<i>Protection from air elementals</i> (including aerial servants, djinn, invisible stalkers, and wind walkers).
16-30	<i>Protection from earth elementals</i> (including xorn).
31-45	<i>Protection from fire elementals</i> (including efreeti and salamanders).
46-60	<i>Protection from water elementals</i> (including tritons and water weards).
61-00	<i>Protection from all elementals.</i>

The magic protects the reader and all within 10 feet from the type of elemental noted, as well as elemental creatures of the same plane. The protection affects a maximum of 24 Hit Dice of elemental creatures if the scroll is of a specific elemental type, and 16 Hit Dice if it is against all sorts of elementals. The spell lasts for 5d8 rounds. Attack out of the circle is possible, as is attack into it by any elemental creature with more Hit Dice than are protected against or by several elemental creatures—those in excess of the protected number of Hit Dice are able to enter and attack. This scroll has a reading time of 6.

of Protection from Felines

XP Value: 500 **GP Value:** 2,500

The Hidden Shrine of Tamoachan

This protection extends in a 10-foot-diameter sphere centered on the reader. The protection affects a maximum of 12 Hit Dice of feline creatures. The spell lasts for 1d4+4 turns. Attack out of the circle is possible, as is attack into it by any feline creature with more Hit Dice than are protected against or by several feline creatures—those in excess of the protected number of Hit Dice are able to enter and attack. The reading time of this scroll is 6.

of Protection from Fire

XP Value: 2,000 **GP Value:** 6,000

DUNGEON MASTER Guide

Protection extends to a 30-foot-diameter sphere centered on the reader. All in this area are able to withstand flame and heat of the hottest type, even of those of magical or elemental natures. The protection lasts 1d4+4 turns. The reading time is 8.

of Protection from Gas

XP Value: 2,000 **GP Value:** 6,000

DUNGEON MASTER Guide

This scroll generates a 10-foot-diameter *sphere of protection* centered on the reader. All within the area are immune to the effects of any gas—poison gas, gaseous breath weapons, spells that generate gas (such as *stinking cloud* and *cloudkill*), and all similar forms of noxious, toxic vapors. The protection lasts for 1d4+4 rounds. Reading time 3.

of Protection from Genies

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 179

This scroll offers protection against one or more of the genie peoples, including protection from both physical and magical attack forms. Protection extends only to the reader and those items he or she carries. A genie cannot touch the reader nor directly attack. Area-effect attack forms launched by a genie affect all others in the area, but do not harm the protected PC. The scroll affects genies as follows:

Roll	Type
1	Dao
2	Djinni
3	Efreeti
4	Marid
5	Any tasked genie
6	All of the above

Noble genies are not affected by the protection, neither are gen, jann, or other elemental creatures. The protection lasts 5d8 rounds.

Protection from Heat

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 179

This scroll creates a 10-yard-diameter, stationary area of protection that acts as a *cool strength* spell for three days. During this time, all within the area are protected from the detrimental effects of the sun; they may wear heavy armor without ill effect and suffer normal requirements for water.

of Protection from Illusions

XP Value: 1,500 **GP Value:** 4,500

Unearthed Arcana

Only the individual reading the scroll is protected, and the benefit extends to any form of

illusion and phantasm magic witnessed by the individual. Protection lasts for 5d6 rounds. Reading time is 7.

of Protection from Lycanthropes

XP Value: 1,000

GP Value: 3,000

DUNGEON MASTER Guide

There are seven common types of this scroll. The DM can select one from the table below or make a percentile roll to decide it randomly:

Roll	Scroll Type
01-05	Protection from Werebears
06-10	Protection from Wereboars
11-20	Protection from Wererats
21-25	Protection from Weretigers
26-40	Protection from Werewolves
41-98	Protection from all Lycanthropes
99-00	Protection from Shapechangers

The magical circle from the reading of the scroll extends in a 10-foot radius and moves with the reader. Each scroll protects against 49 Hit Dice of lycanthropes, rounding all pluses below +2 down. The protection is otherwise similar to that against elementals. The *protection from shapechangers scroll* protects against monsters (except gods and godlike creatures) able to change their form to that of man: doppelgangers, certain dragons, druids, jackalweres, and lycanthropes, for example. The magic lasts for 5d6 rounds. The reading time is 4.

In a DRAGONLANCE Campaign: *Scrolls of protection from lycanthropes* do not exist on Ansalon.

In Kara-Tur: In the Land of Fate, this scroll is effective against all forms of lycanthropes.

of Protection from Magic

XP Value: 2,500

GP Value: 6,500

DUNGEON MASTER Guide

This scroll invokes a very powerful, invisible *globe of antimagic* in a 5-foot-radius from the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the *globe of antimagic* moves with its invoker. The protection lasts for 5d6 rounds. Reading time is 8.

of Protection from Magical Weapons

XP Value: 1,000

GP Value: 3,000

Unearthed Arcana

Protection extends only to the reader. The form of magical weapon indicated is prevented from touching or harming the protected individual—but note that missile protection does not extend to missiles created by spellcasting (such as *magic missile*) or the use of a spell-like power. Protection lasts for 1d4+4 rounds. Reading time is 10.

of Protection from Nonmagical Weapons

XP Value: 1,000

GP Value: 3,000

Unearthed Arcana

Protection extends in a 10-foot-diameter sphere centered on the reader. The form of nonmagical weapon indicated is prevented from touching or harming the protected individual—but note that missile protection does not extend to normal missiles of large size, such as projectiles from a catapult or objects hurled by giants. Protection lasts for 1d4+4 rounds. Reading time is 10.

of Protection from Paralyzation

XP Value: 1,500

GP Value: 4,500

Unearthed Arcana

Only the reader is affected by the *dweomer* of this scroll. The protection extends to all forms of paralyzation, muscle and nerve paralysis included. A hold spell will not work upon the protected individual, nor will any sort of paralysis brought about by gas. Protection lasts for 1d4+1 turns. Reading time is 10.

of Protection from Petrification

XP Value: 2,000

GP Value: 6,000

DUNGEON MASTER Guide

A 10-foot-radius *circle of protection* extends from, and moves with the reader of this scroll. Everyone within its confines is absolutely immune to all attack forms, magical or otherwise, that turn flesh to stone. The protection lasts for 5d4 rounds. Reading time is 5.

of Protection from Plants

XP Value: 1,000

GP Value: 3,000

DUNGEON MASTER Guide

A protective sphere 10 feet in diameter is centered on the reader. No form of vegetable life (including fungi, slimes, molds, and the like) is unable to penetrate the sphere. If it is moved

toward plant life capable of movement, the plant will be pushed away. If the plant is immobile (a well-rooted shrub, bush, or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough strength and mass to uproot the plant under normal conditions. The protection lasts for 1d4+4 turns. Reading time is 1 round.

of Protection from Poison

XP Value: 1,000 **GP Value:** 3,000

DUNGEON MASTER Guide

The protection afforded by this scroll extends only to the reader. No form of poison, ingested, contacted, or inhaled, can affect the protected individual, and any poison in the reader's system is permanently neutralized. The protection otherwise lasts 1d10+2 rounds. Reading time is 3.

of Protection from Possession

XP Value: 1,500 **GP Value:** 4,500

DUNGEON MASTER Guide

This scroll generates a magical circle of 10-foot-radius that extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as *magic jar* or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts for 10d6 rounds in 90% of these scrolls; 10% have power that lasts 10d6 turns, but the spell effect is stationary. Reading time is 1 round.

of Protection from Shapechangers

XP Value: 1,500 **GP Value:** 7,500

New Item

Protection extends in a 10-foot diameter sphere centered around the reader. All forms of shapechangers (including lycanthropes, werecreatures, *polymorphed* individuals, high-level druids, and the like) are unable to penetrate the protective sphere. If it is moved toward such a creature, the creature is simply pushed away. If the protective circle is positioned so the creature is unable to escape it (in the corner of a room, for example), the circle instantly drops, and the shapechanger is able to approach the reader. Under normal circumstances, the protection lasts 1d4+6 rounds. Reading time is 5.

In Kara-Tur: This scroll includes all *hengeyokai* and spirit creatures able to change form.

of Protection from Spirits

XP Value: 2,000 **GP Value:** 6,000

Oriental Adventures

This scroll is identical to the other protection scrolls in that it can be used by any character. When read, the scroll casts a *protection from spirits* spell as if cast by a 12th-level shukenja.

of Protection from Tanar'ri

XP Value: 1,000 **GP Value:** 6,000

DUNGEON MASTER Guide, 1st Edition

This scroll requires 1 full round to read if it is to protect against all sorts of tanar'ri, including guardians, a reading time of 7 is required to protect against greater, true, and guardian tanar'ri, and a reading time of 3 needed to protect against lesser and least. The *circle of protection* generated springs outward from the scroll reader in a 10-foot radius. No tanar'ri protected against can penetrate the circle physically or magically or in any way, but anyone within can launch missile attacks, if otherwise possible, against them. The protection moves with the reader of the scroll. Its effect lasts for 5d4 rounds.

Note that the protection radius is not an actual physical globe and if the user forces a tanar'ri into a place from which further retreat is impossible (as in a corner), and then continues forward until the tanar'ri would be within the radius of the circle, it is unharmed, and the protection is considered voluntarily broken and disappears. There is no way in which this can be used as an offensive weapon.

In Kara-Tur: This scroll is not commonly found in Oriental lands. The result should be rerolled.

of Protection from Traps

XP Value	GP Value
Mechanical: 2,000	6,000
Magical: 2,000	6,000
Any Trap: 3,000	9,000

Unearthed Arcana

There are three forms of this scroll—those that protect from mechanical traps (50%), magical traps (30%), and those that protect from any form of trap (20%).

Mechanical: Protection extends only to the reader. Traps of mechanical nature do not function against the reader, but neither are they revealed. Protection lasts for 5d4 rounds. Reading time is 4.

Magical: Protection extends in a 10-foot-

diameter sphere centered on the reader. Magical traps do not function against those in the area of protection, but neither are they revealed. Protection lasts for 1d10+2 rounds. Reading is time 8.

Any Trap: Protection extends in a 10-foot-diameter sphere centered on the reader. The dweomer prevents the functioning of any trap, but does not reveal any that may exist within the protective sphere. Protection lasts for 2d4 rounds. Reading is time 10.

of Protection from Undead

XP Value: 1,500

GP Value: 4,500

DUNGEON MASTER Guide

When this scroll is read, a 5-foot-radius *circle of protection* extends from, and moves with, the reader. It protects everyone within it from all physical attacks made by undead (ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, zombies, and all others), but not magical spells or other attack forms. If a creature leaves the protected area, it is subject to physical attack. The protection restrains up to 35 Hit Dice or levels of undead; those in excess of Hit Dice or levels can pass through the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the DM's option. Reading time is 4.

In Kara-Tur: This scroll is not commonly found in Oriental lands. The result should be rerolled.

In Ravenloft: The undead are more difficult to control in Ravenloft. The scroll's effects last only 5d8 rounds and restrain only 20 Hit Dice of undead.

Roll Undead Type

1	Ghasts
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons
6	Spectres
7	Wights
8	Wraiths
9	Vampires
10	Zombies

of Protection from Water

XP Value: 1,500

GP Value: 4,500

DUNGEON MASTER Guide

This scroll's protection extends in a 10-foot-diameter sphere centered on the reader. All forms of water—liquid, solid, and vapor, ice,

hail, snow, sleet, steam, and so forth—are unable to penetrate the *sphere of protection*. If those protected come upon a form of water, the substance simply does not touch them; they will not slip on ice or sink into a body of water, for example. The protection lasts for 1d4+4 turns. Reading time is 6.

of Questioning

XP Value: 2,000

GP Value: 6,000

DUNGEONS & DRAGONS Rules Cyclopedia

The user of this scroll may ask questions of any nonliving, nonmagical objects; their answers will appear on the scroll. The scroll can display up to three answers per day. The answers will be given as if the objects were living beings, but they will be limited to simple observations as if the objects could see, hear, and smell. The scroll cannot be used to question living or magical things.

Quirks of Magical Scrolls*

XP Value: —

GP Value: —

DRAGON Magazine 163

The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry.

The following tables have been created to add some spice and variety to existing magical items in the AD&D game world. A table of nonstandard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and they function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to determine the exact quirks a magical scroll possesses.

Roll Quirks Present

01–86	No quirks
87–94	One quirk

- 95-98 Two quirks
99-00 Three quirks

Roll Result

- 01-06 Scroll is old and brittle; any mishandling causes it to disintegrate. A scroll of this type has a -2 on all saving throws against fire.
- 07-10 Scroll glows (equal to *faerie fire*) when used, opened, or read.
- 11-15 Scroll is written in scrawled script and is barely legible; a 5% chance exists of blowing the spell in addition to any other such chance.
- 16-18 Scroll is waterproof and can be read underwater.
- 19-22 Scroll is exceedingly long and takes 1d3 rounds to unroll and prepare for spell-casting.
- 23-27 Scroll is specially treated and cannot be burned by normal fire. It has +2 on any saving throws against magical fire.
- 28-31 Scroll can only be torn by someone making a bend bars/lift gates Strength roll.
- 32-34 Scroll is written in magical hieroglyphics; 1d4+6 days must be spent translating the characters before the scroll is usable, or a *comprehend languages* must be cast upon it.
- 35-40 Scroll is more powerful than normal; any saving throws against a spell from the scroll are at -1, and the duration of any spell is 125% normal.
- 41-44 Scroll's print disorients reader for, 1d4 rounds after a spell from it is cast. During this time, the reader is at -2 on attack rolls and loses Dexterity bonuses to Armor Class.
- 45-49 Scroll is written improperly; any spell on it fails 50% of the time (but the spell is not erased from the scroll until a second reading).
- 50-52 Scroll contains special magic; the spells on it can each be used twice before they vanish.
- 53-57 Scroll is permanently stuck in a magically strong, rolled-up form; in order to cast a spell from it, the reader must make a Strength check with a -2 bonus to the roll on 1d20. If the die roll is above the reader's Strength, he or she is unable to keep the scroll held open for that round.

Another try may be made the next round. The scroll cannot be ripped or torn.

- 58-63 Scroll is written on a sheet of thin metal instead of on paper; it makes all saving throws as soft metal does.
- 64-70 Scroll's writing is hidden by an *illusory script* or a *secret page* spell.
- 71-74 Scroll is protected by a spell, such as *sepia snake sigil* or *magic mouth*. The protective spell is activated any time the scroll is opened, unless a special pass word is spoken.
- 75-78 Scroll is specially treated and is immune to acid and slimes of any type.
- 79-84 Scroll is dust-covered when found; when opened, the opener must save vs. petrification or sneeze and choke on the dust for 1d4 rounds (no attacks or defense possible).
- 85-89 Scroll's spells are written in complicated terms; the casting times of all spells on the scrolls are doubled.
- 90-94 Scroll is substandard in power; all saving throws against spell from the scroll are at +1, and the duration of any spell is 75% of normal.
- 95-98 Scroll is slow to take effect; all spells take effect the round after the casting is finished. Once the casting time is complete, hitting the reader does not disrupt the spell.
- 99-00 Scroll is very powerful; all spells have an inherent -2 on any saving throw against them, and the duration of a spell on this scroll is 150% normal.

of Recovery

- XP Value:** 400 **GP Value:** 2,000
CARDMASTER Adventure Design Deck
Roll 1d8 and restore that many hit points.

of Repetition

- XP Value:** 1,000 **GP Value:** 3,000
DUNGEONS & DRAGONS Rules Cyclopeda
This scroll appears to be a normal scroll of one spell, and the standard restrictions apply to its use. However, one turn after the spell is cast, the scroll creates the same spell effect a second time, centered on the scroll or affecting the nearest creature if a recipient is part of the spell process. As with a normal spell scroll, any spell cast from it is then gone; however, another spell may be written on the scroll if it is of the same level, and the repetition effect again applies.

of Return

XP Value: 2,000 **GP Value:** 6,000

RAVENLOFT Campaign Set

A character must spend a full turn reading this scroll. If the reader is interrupted, he or she can start again at a later time without penalty. Once the reading is complete, the scroll bursts into flames. Glowing sparks drift toward the heavens, where, evidently, they burn a hole through the fabric of space. The result is a portal about the size of a door that remains open for one full turn. The door leads into the Prime Material Plane. The exact location is another question; it appears to be random.

Rhialle's

XP Value: 1,500 **GP Value:** 6,000

The Hidden Shrine of Tamoachan

This scroll contains five spells: *silence 15' radius*, *purify food and water*, and *slow poison* (×3).

Sand

XP Value: 2,000 **GP Value:** 6,000

DRAGON Magazine 179

Spells for these scrolls are taken from the "Elemental" listings for each level in *Arabian Adventures*. If no suitable spell exists at the rolled level, then the DM rolls or chooses from the "General" category.

Sea

XP Value: 2,000 **GP Value:** 6,000

DRAGON Magazine 179

Spells for these scrolls are taken from the "Elemental" listings for each level in *Arabian Adventures*. If no suitable spell exists at the rolled level, then the DM rolls or chooses from the "General" category.

of Seeing

XP Value: 1,000 **GP Value:** 5,000

DUNGEONS & DRAGONS Rules Cyclopedia

This scroll is blank. When held and commanded to write, it will draw pictures of creatures within 100 feet in any area chosen by the user. Up to four different types of creatures can be pictured. The scroll will function once per day, regardless of the number of creatures pictured.

of Seven Druid Spells

XP Value: 1,500 **GP Value:** 7,500

The Temple of Elemental Evil

This scroll contains *detect balance*, *detect poison*, *flame blade*, *reflecting pool*, *spikegrowth*, *starshine*, and *moonbeam*.

of Seven Wizard Spells

XP Value: 2,400 **GP Value:** 12,000

The Temple of Elemental Evil

This scroll contains *taunt*, *wizard mark*, *material*, *wind wall*, *magic mirror*, *avoidance*, and *fabricate*.

of Shelter

XP Value: 1,500 **GP Value:** 4,500

DUNGEONS & DRAGONS Rules Cyclopedia

This scroll is inscribed with an elaborate drawing of a 10 feet-square room, lit, with two beds, a table and two chairs, and food and drink for two on the table. This pair of normal swords hangs on the far wall, each above a shield. If the scroll is hung on any vertical surface, the room pictured may be entered and the items used. The food and drink are pure and can nourish any living thing. The swords and shields may be taken down and used. However, none of the items can be removed from the room.

If the scroll is taken down, the room cannot be entered or left, but remains in existence in another dimension. If any creatures are in the room when the scroll is taken down, the air inside permits survival for up to 24 hours. No creatures caught in it can escape by any means other than a *wish*. The food and drink are replenished each time the scroll is taken down. The room can be created once a day and will remain for up to 12 hours per use; if not removed in that time, the scroll falls down by itself.

of Six Priest Spells

XP Value: 1,300 **GP Value:** 6,500

The Temple of Elemental Evil

This scroll contains *precipitation*, *withdraw*, *cloudburst*, *remove paralysis*, *imbue with spell ability*, and *rainbow*.

of Six Illusionist Spells

XP Value: 1,400 **GP Value:** 7,000

The Temple of Elemental Evil

This scroll contains *phantom armor*, *alter self*, *wraithform*, *rainbow pattern*, *advanced illusion*, and *dream*.

of Six Wizard Spells

XP Value: 1,500 **GP Value:** 7,500

The Temple of Elemental Evil

This scroll contains *run*, *preserve*, *item*, *stone-skin*, *contingency*, and *eyebite*.

of Six Wizard Spells II

XP Value: 1,600

GP Value: 8,000

The Temple of Elemental Evil

This scroll contains *bind*, *irritation*, *vocalize*, *shout*, *dolor*, and *forcecage*.

Sorcerer's

XP Value: 2,000

GP Value: 7,000

DRAGON Magazine 179

Spells for these scrolls are taken from the "Elemental" listings for each level in *Arabian Adventures*. If no suitable spell exists at the rolled level, then the DM rolls or chooses from the "General" category.

of Spell Catching

XP Value

GP Value

1st-2nd: 2,000	10,000
1st-4th: 4,000	20,000
1st-6th: 6,000	30,000
1st-8th: 8,000	40,000

DUNGEONS & DRAGONS Rules Cyclopedia

This scroll is blank when found. It may be used to "catch" a spell cast at the user. It cannot catch spell-like effects, nor can it catch effects produced by devices (such as from a wand), but a spell cast from a scroll can be caught. There are four types of these scrolls; roll 1d10 to find the capacity.

Roll	Capacity
1-4	1st- or 2nd-level spells
5-7	1st- to 4th-level spells
8-9	1st- to 6th-level spells
10	1st- to 8th-level spells

The user of the scroll must hold it up, like a shield; no other action is possible while using the scroll. The user must then make a saving throw vs. spell, with a +4 bonus to the roll; if successful, the incoming spell has no effect and is instead transferred to the scroll, appearing as a normal scroll spell. The exact spell caught cannot be known until a *read magic* spell is used to identify it.

The scroll can only hold one spell at a time; the spell caught must either be used or copied into a spell book (wizard spells only) before the scroll can catch another spell. Any type of spell (magical, priestly, or druidic) can be caught as long as the level does not exceed the scroll's capacity. The *scroll of spell catching* cannot affect spells of levels greater than the given capacity, and it can catch a maximum of one spell per day.

of the Stellar Path

XP Value: 2,500

GP Value: 7,500

DRAGONLANCE Adventures

The powerful magic of the *scroll of the stellar path* confers the favor of the gods of magic upon the user. Since the magical powers of the wizards of Krynn wax and wane depending upon the position of the moons in the sky, only rearrangement of the cosmos can bring additional power to a wizard during a time of disadvantage. This is the purpose of this powerful scroll.

Reading the scroll makes the moon of the wizard's order appear at its most advantageous position in the sky, regardless of that moon's natural position. This does not actually change the position of the moon in the sky, but rather creates a magical condition in which the wizard's powers are as if the moon is at its most advantageous position.

How advantageous this position is will depend upon the natural locations of the moons of other orders. If reading this scroll causes a conjunction of one or more of the moons, that conjunction has its usual effect upon the wizard's powers.

Once the scroll is read, it disintegrates in the hands of the reader. The runes of the spell can be copied down into spell books for safe transport, but the spell can only be cast from the scroll itself, which is the physical component of the spell.

The enhancement of the wizard's powers lasts for 48 hours and then his powers are back to the level dictated by the true positions of the moons.

of the Stellar Path II

XP Value: 1,000

GP Value: 6,000

Tales of the Lance

This scroll overcomes the natural wax and wane of magic with the phases of the moon. The scroll siphons the magic of the moons through passing time.

Reading this scroll creates a magical conduit through time that duplicates the effects of the wizard's moon at high sanction. This effect works for the caster only, despite the actual position of the moon. The effect lasts for 48 hours, when the effects of the true cycle return. If, during this time, the other moons move into conjunction with the wizard's illusory moon, the conjunction causes the usual effects, but for the one wizard only. Using this scroll exhausts the wizard for 1d4 days after the 48-hour effect, causing him to suffer a penalty of -2 on all rolls and requiring him or her to move at half speed.

Suggestion

XP Value: — **GP Value:** 1,000

DRAGON Magazine 91

This scroll appears to be an official pronouncement, personal missive, or other such innocuous document, and may be found in treasure hoards like any other scroll. No magical spell is required to read the scroll's contents. A magical curse, however, is worked into the writing of the scroll such that whoever reads the scroll immediately becomes subject to the next normal suggestion heard as if under the influence of the spell *suggestion*. The victim is allowed a saving throw vs. spell to avoid succumbing to the *suggestion*, but at the following penalties: -2 for a mildly dangerous act, -4 for a normal request involving little chance of personal danger, and -6 for an extremely reasonable request or suggestion involving no obvious risk. Under no circumstances will a victim perform a life-threatening or suicidal act, as per the provisions for the *suggestion* spell. Hearing such a *suggestion*, or making the saving throw allowed for other types of *suggestions*, voids the *curse* and negates the effect of the scroll for that character.

The determining factor in defining a reasonable *suggestion* is its potential to cause physical harm to the one acting upon it. The possibility of inconvenience or financial loss does not make a *suggestion* unreasonable. For instance, a character under the effect of this scroll would save at -6 against a *suggestion* to give away a magical item or cast a certain spell on behalf of the one making the request—as long as relinquishing the item or casting the spell would not put the character in immediate physical danger. Because they are reusable, *scrolls of suggestion* have become popular with many royal courts and governments. Sometimes a messenger bearing one is waylaid by a monster; therefore their appearance in treasure hoards.

For a *suggestion* that is to be carried out over a span of time, the scroll's curse remains in effect after the scroll is read for a number of days equal to the reader's Intelligence score subtracted from 22. (Creatures with Intelligence scores of 22 or higher are immune to the scroll's effect.) If the reader of the scroll does not hear anything resembling a *suggestion* or request by the time this duration expires, he or she will not be affected. (This is highly unlikely, since the reader is very susceptible, and even a bit of wishful thinking is taken seriously.) If the reader has been affected and is trying to fulfill a request that takes time, the enchantment is broken

when the duration expires, and the victim is thereafter free of the obligation of the *suggestion*.

The influence of this scroll upon an affected character may be detected by a *detect charm* spell, and its effects may be removed by a *dispel magic* or *remove curse* spell cast by a spellcaster of at least 9th level for priests, and 11th level for wizards. A *wish*, *limited wish*, or *alter reality* spell also removes the effect.

Tattoo

XP Value: 3,000 **GP Value:**

POLYHEDRON Newszine 58

When a wizard, or a thief who is of at least 10th level, reads this scroll, a dark blue and black tattoo of a dagger appears on the character's forearm and he or she suffers 1d4 points of burning damage. The scroll dissolves. By placing a hand on the hilt of the dagger tattoo and saying "para mi" the wearer can remove the weapon and use it as a +3 weapon. To return it to his or her body, the thief places it on the portion of the body where the tattoo should appear and utters, "de mi" The dagger then becomes a tattoo again. If the weapon leaves the possession of its owner it dissolves. It must always touch the owner's skin. Therefore, the owner cannot throw it, hold it in a gloved hand, or give it away.

of Transmutation

XP Value: 100 **GP Value:** 1,000

DRAGON Magazine 168

This scroll was written by the great spellcaster Otspatun. Mystics and scholars have known for centuries that Otspatun insisted he knew how to create valuable treasure from dross. What has been forgotten is that Otspatun was a druid and did not himself consider gold or silver especially valuable. When the spell on the scroll is read by a druid, it has no effect on any substance except gold and silver. For 20 feet around the reader, all gold will be converted to mistletoe, an important element in many druidic spells, and all silver becomes good, nutritious bread. The spell's effects are permanent and unalterable. Any gold or silver magical objects automatically lose their special abilities. If the spell is read by anyone but a druid, nothing happens.

of Trapping

XP Value: 300 **GP Value:** 3,000

DUNGEONS & DRAGONS Rules Cyclopedia

This scroll can create one trap. The type of trap differs by the placement of the scroll. The scroll

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is destroyed when the trap is created. If placed on a floor, a hidden pit trap is created; if on a ceiling, a falling block trap appears. On walls, a poison dart or gas trap will be created. The exact trap is left for the DM's design. The trap created is quite real and is not illusory or magical.

of Truth

XP Value: 600 **GP Value:** 6,000

DUNGEONS & DRAGONS Rules Cyclopedica

This scroll is blank when found. The user may ask a question of any living being within 30 feet; the complete and true answer appears on the scroll, read from the victim's mind by a powerful version of ESP. Note that the answer is true only within the limits of the victim's knowledge. The scroll will display one answer per day.

of Wind Magic

XP Value: 2,000 **GP Value:** 6,000

Land of Fate

Spells for these scrolls are taken from the "elemental" listings for each level. If no suitable spell exists at the rolled level, then the DM rolls on (or chooses from) the "universal" category. Spell lists can be found in the *AL-QADIM Arabian Adventures Campaign Book*.

Wizard

XP Value: 100/level **GP Value:** 300/level

Land of Fate

Roll	Number & Type	Levels
01-06	1 Universal spell	1d4
07-09	1 Universal spell	1d6
10-11	1 Universal spell	1d8+1
12-17	2 Universal spells	1d4
18-19	2 Universal spells	1d8+1
20-25	3 Universal spells	1d4
26-27	3 Universal spells	1d8+1
28-33	4 Universal spells	1d6
34-35	4 Universal spells	1d8
36-40	5 Universal spells	1d6
41-42	5 Universal spells	1d8
43-47	6 Universal spells	1d6
48-49	6 Universal spells	1d6+2
50-53	7 Universal spells	1d8
54-55	7 Universal spells	1d8+1
56	7 Universal spells	1d6+3
57-60	1-4 Flame magic spells	1d8
61-65	1-3 Flame magic spells	1d8+1
66-70	1-4 Sand magic spells	1d8
71-75	1-3 Sand magic spells	1d8+1

75-80	1-4 Sea magic spells	1d8
81-85	1-3 Sea magic spells	1d8+1
86-90	1-4 Wind magic spells	1d4
91-95	1-3 Wind magic spells	1d8+1
96-00	Cursed scroll	

of Wizards

XP Value: 400 **GP Value:** 2,000

DUNGEONS & DRAGONS Rules Cyclopedica

This scroll is blank; it is used to identify magical effects. The user may hold the scroll and command it to identify any one magical effect within 30 feet. The name of the spell or effect then appears on the scroll, along with the level of the caster of the effect. The scroll can identify one magical effect a day.

Sea Dew

XP Value: **GP Value:**

The Minrothad Guilds

To make *sea dew*, once each month the keeper must ritually bathe the *pearl of power* (see *Pearl*) in the seawater of the grotto. When all the seawater but one drop has evaporated, the keeper captures that droplet in a vial made of pearl fragment. This is repeated throughout the years until the vial is full of *sea dew*, a process that takes 100 years to complete. Once the vial is full, it can be used to create a *ship of pearl* (see *Ship*).

Seal

A seal is a metal or ceramic stamp, usually a cylinder, that bears a raised or engraved emblem. They are used to impress an insignia into a soft medium such as wax or lead. In many cultures, no order or document is considered genuine unless it bears the writer's personal seal. Severe penalties await those who forge or misuse seals.

of Deception

XP Value: 600 **GP Value:** 6,000

Oriental Adventures

Name seals are an important part of official communications throughout Kara-Tur. No order or document is considered official without the personal seal of the writer of the document. Severe penalties are applied to government officials who lose their name seals, since this opens the door to forgery and other crimes. The *seal of deception* is a magical seal that can reshape its stamp to match any seal a character has seen. To use the *seal of deception*, a character utters the command word

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and concentrates on the image of the seal to be reproduced. If the character has a stamp of the seal at hand to concentrate on, there is a 5% chance of error in the copy. If the character is concentrating on the seal from memory, there is a 30% the seal is incorrect in some way. While an incorrect seal can pass a cursory examination, it will be revealed as a forgery upon careful scrutiny.

of Jafar al-Samal

XP Value: —

GP Value: —

Book of Artifacts

This seal is a 3-foot-tall golden jar containing four gen that correspond to the four elements. The vessel is sealed with lead and inscribed with a silver talisman bearing Jafar's name. The seal can only be found in Zakhara.

Jafar the Incomparable, first sha'ir, made the seal in a distant age, when the four genie lords grew jealous of his power and sent an army to harass the people of Zakhara. While the seal was in his hands, the genies obeyed all men perforce, much as the dao now serve all yak-men, and Zakhara enjoyed a golden age. After his death, Jafar's foolish students quarreled over the seal. While they squabbled, their own gen united against them, stole the jar, and it has remained hidden ever since.

The seal has been hidden by the genies and is almost impossible to find—it is protected by guardian and slayer genies somewhere on the rim of the world. The PCs should find the seal only if the DM wants them to have unprecedented power over the four genie lords (to make them cooperate, for instance). The PCs should not be allowed to keep it, but destroying the seal has terrible consequences as well. All sha'irs will become enemies of the owner, as they covet the seal and fear any other who has its power. As soon as any of its powers are invoked, all genies are aware that it has a new owner, though they do not know where it is. Characters should soon have their hands full trying to hang onto the seal.

Therefore, once the need for the seal has passed, it is best removed from the campaign. The easiest method to accomplish this is to allow the genies to recover the seal. If the characters covet it, the task of getting the seal away from them becomes an adventure in itself. And when the genies regain the seal, it will be hidden far from mortal eyes.

Constant Powers: The seal's owner gains the abilities of a sha'ir at a level equal to his or her own in any other class, and sha'ir gain an addi-



tional four levels. The seal functions as a *protection from genies* scroll; no genie can ever destroy the seal or harm the owner of the seal.

Invoked Powers: The owner can demand three services (*not wishes*) of a number of genies not to exceed the owner's Wisdom score.

Random Powers: The seal has one power each from **Artifact Table 1-10: Earth**, **Artifact Table 1-07: Air**, **Artifact Table 1-08: Fire**, and **Artifact Table 1-09: Water**.

Curse: Whenever the owner demands a service from a genie, a successful Charisma check must be made or the genie is unmoved. Furthermore, successfully commanded genies loathe their masters, and, although they cannot harm them, they will work indirectly against the mortal. Misfortune and woe follow the owner of the seal—strange accidents and coincidences caused by vengeful genies.

Suggested Means of Destruction:

- The seal must be carried by a tortoise to every shrine in Zakhara and blessed by a Moralism priest at each one.
- The seal must be cleansed with the *breath of a soul*, softened in the *water of life*, heated with a *spark of the sun*, and opened with a *mountain's heart*.
- The seal must be placed on the brow of the forgotten god.

of Vigor

XP Value: 1,000

GP Value: 10,000

Oriental Adventures

When found, this magical item appears as a blank name seal. To use, the character must inscribe the surface with his or her name. Once this is done, the magical properties of the seal are activated. After that, the character heals at double the normal healing rate and cure spells have maximum effect when cast upon the character, provided in both cases the character is carrying the seal. If the inscribed seal should fall into the hands of another, the character named on the seal suffers all damage of the new owner until he or she is slain, the seal is destroyed, or the original user regains the seal.

Seat of Bane

XP Value: 6,000

GP Value: 160,000

Halls of the High King

These cumbersome items are of ancient design and manufacture, found in only a few temples of Bane. A *seat of Bane*, or *chair of audience*, is carved of black stone. Its back rises up 20 feet above the seat, and is fashioned into a black hand. Senior priests of the temple clergy customarily sit in such a chair when serving as the temporal voice and judgment of Bane, guarding the farthest point into the temple that nonclergy are allowed to reach. A *seat of Bane* radiates magic, but has no charges nor can it be exhausted by any known means.

A *Seat of Bane* allows any single being on its seat to employ *ESP* with a 90-yard range, by silent act of will. This power of the chair can be used continuously and in combination with other functions of the chair.

In any single round, a *Seat of Bane* can create or maintain any one of the following powers:

- An invisible, cylindrical *wall of force* surrounding the chair, open at top and bottom.
- An *antimagic ray* emanating from the palm of the hand (the back of the chair, above the head of the being seated in the chair), with the same effects, range, and 90° arc as the ray generated by a beholder's central eye.
- *True seeing*, 120' range, conferred upon the being sitting in the seat (lasting as long as desired, so long as the being remains on the seat).
- *Know alignment*, 10-yard range, conferred upon the being sitting in the Seat (for as long as desired, so long as the being remains on the seat).



- A *wall of fire* of normal effect (except that it cannot give off "waves of heat" damage) with red and black flames springing up in front of the chair, 10' across and as far away from the foot of the chair, outward in a straight path, as the sitter desires up to a maximum distance of 100' (and the sitter can be damaged by the flames if he or she falls into them).
- *Fire resistance* (identical in effect to that conferred by a *ring of fire resistance*) protects the sitter.
- The sitter is empowered to *Speak with Dead* (as the spell, as if cast by a 9th-level priest), regardless of class, alignment, or level. This ability can be used in addition to the spell of the same name, if the sitter is a priest, but it does not affect the spell's performance, nor can a priest of a higher level than 9th impose his better performance through the chair's power, to augment it.

A *seat of Bane* can switch instantly from one power to another, but can only have one power operating at a time (except for its *ESP*). Each power functions for at least one round, once activated.

Once enchanted, a *seat of Bane* cannot be tipped or moved without unleashing a 6d6 *fireball* in all directions. The *fireball* does no damage to the chair, which is immune to fire and electrical attacks, whatever their origins.

If one's campaign uses *Spelljammer* rules and

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settings, a *seat of Bane* functions as a Minor Helm. It is as difficult to destroy as other Minor Helms (treat it as an artifact for purpose of having PCs destroy it).

Any evil being who can fit on the seat can use the powers of a *seat of Bane*, but it does not function for characters of neutral or good alignments in any way, although contact with it does them no damage. If more than one evil character is vying for control of a seat, the one occupying the largest part of the actual seat of the chair wields its powers.

Seed

Seeds are the beginning of plants; plants of harvests; and harvests of plenty. If seeds are stored in a dry, dark, and clean place, they can be kept for almost indefinite periods of time. Archaeologists who have excavated the ruins of cultures that died millennia ago have found seed stores that still were still viable.

Dragon Lily

XP Value: 200 GP Value: 1,000

DRAGON Magazine 30

The *dragon lily* (found in lots of 1d4 seeds) may have been developed to contain the *trollflowers*. When the bright orange blossom of the *dragon lily* is disturbed, it spouts a small burst of fire (that causes 1 point of damage). Attempting to smell the blossom normally results in a singed beard and eyebrows.

Enchanted Cherry Pits

XP Value	GP Value
Brown: 1,500	7,500
Gold: 2,000	10,000
Red: 1,600	8,000

Night of the Seven Swords

These magical seeds come in three varieties: smooth brown, spiked red, and crescent gold. When the seed is planted and watered, it roots and grows into a mature bonsai cherry tree in two rounds, blossoming in the third. Each plant yields 2d4 blossoms, which must be picked for use. Usually, 1-3 seeds are found.

Smooth Brown: When the blossom is picked, a full-grown, 3rd-level Samurai (AC 7; hp 18; #AT 1; THAC0 18; Dmg 29) steps out of it. The samurai serves for one turn or until slain, then withers away. All samurai from the plant are identical, because each is a facet of the plant's spirit.

Spiked Red: When picked, the blossom turns

into a ripe cherry. When thrown, the fruit explodes on impact, causing 2d8 points of fire damage within a 10-foot radius.

Crescent Gold: The 2d4 blossoms shine dimly with a golden light. When picked, a blossom shines brightly with the light of the full moon in a 10-foot radius. Those in the area gain +2 to attacks, saves, and AC when fighting evil spirits. Lesser evil spirits cannot enter the radius voluntarily. The blossom withers after one turn.

Fire

XP Value: 2,500

GP Value: 10,000

New Item

These incendiary missiles come in small bags constructed of natural materials such as bark or soft leather. Each bag contains 1d10+20 missiles. To use the missiles, the owner reaches into the bag and speaks a command word while pulling out one of the dried seeds contained inside. The first command word produces a small, heavy missile about the size of an acorn. The *fire seed* missile can be hurled up to 40 yards with no penalties for range. When it strikes, it creates a burst of intense flame 10 feet in diameter. The flame sets fire to all combustible materials in the area and inflicts 2d8 points of damage to creatures within the area. If the missile actually strikes a creature (that is, the missile thrower



makes a successful attack roll), there is no saving throw; other creatures are allowed a saving throw vs. spell to reduce the damage by half.

A second command word allows the user to produce a lightweight incendiary about the size of a holly berry. The incendiary can be tossed about 6 feet, but it is not intended to be used as a missile. Instead, the user can speak a third command word to detonate the incendiary. The command range is 40 yards, and the incendiary's effect is the same as a *fire seed missile*.

Characters looking into the bag see a small assortment of dried seeds, berries, and nuts. Any seed withdrawn or dumped from the bag loses its magical properties forever. The bag crumbles to dust when the last seed is withdrawn. Missiles and incendiaries detonate if not used within 12 rounds.

of Growth

XP Value: 400

GP Value: 2,000

The Book of Marvelous Magic

When placed or thrown on any solid surface up to 30 feet away, each seed grows into a large bush within one round. The bushes thus created can entrap creatures; each victim may make a saving throw vs. paralysis to avoid entrapment. One seed may entrap a creature of human-size or larger, two are needed for a large or giant-sized creature, and three for a dragon-sized or larger being. Creatures over 30 feet tall cannot be trapped. One to ten seeds are usually discovered in a normal pouch or sack.

Hill

XP Value: 4,000

GP Value: 20,000

DRAGON Magazine 5

These black spheres, usually found in groups of 1d3, are light and small as a human's clenched fist, until thrown. In flight they quickly expand in size and mass. By the time they have traveled 50 feet, they are about 2 feet in diameter. Any structure or individual they impact with suffers damage as though attacked by a heavy catapult (3d10 points or 2d4 structure points). Range is dependant upon Strength—approximately 5 feet per Strength point.

Mountain

XP Value: 8,000

GP Value: 40,000

DRAGON Magazine 5

Similar to *hill seeds* in function but much more deadly. When thrown through the air, they expand in size and mass. By the time they have traveled 50 feet, they are about 4 feet in diameter. Any structure

or individual they impact with suffers damage as though attacked by a great bombard (3d10 points or 3d12 structural points). Range is dependant upon Strength—approximately 5 feet per Strength point. These items are found in groups of 1d3.

Square-Meal

XP Value

GP Value

Damage Curing: 200

2,000

Disease Curing: 200

2,000

Normal: 10

100

DRAGON Magazine 187

These magical seeds usually come in a packet of 10d10 seeds. When planted in at least 1 inch of soil, and commanded in the druids' tongue to grow, a seed grows in one turn into a 3-foot-tall tree with 1d4+5 mango-sized fruits. Each fruit is sufficient to nourish one human, demihuman, or humanoid for one day. The stalk and leaves of the plant are sufficient to nourish as many horses or mules as there were fruits. There is a 5% chance that each fruit grown will cure either 6d4 points of damage or one magical or nonmagical disease (50% chance of either, if curative ability is indicated). The druid who grew the plant is able to recognize such fruits.

Square-meal seeds grow in any weather conditions. They must be planted one at a time, a process requiring one round, though a number can be invoked at once if simultaneously buried. If a *plant growth* spell is cast on one before it is invoked, the plant grows the maximum number of fruits, but is not otherwise affected. The plant, once grown, is not unusually hardy; adverse weather conditions that would kill other plants destroy it. The tree dies (and its substance decays and is useless) in 1d4+2 days. Its fruit cannot be stored or preserved for longer than one day. Neither the seeds nor the plants radiate magic, though any druid can recognize them for what they are. A *dispel magic* spell cast at a packet of seeds will destroy 10d10 of them. Neither the seeds nor the plants are sentient, and they are not affected by druidic spells other than *plant growth*.

Sun

XP Value: 1,500

GP Value: 7,500

Crystal Spheres

The legend of Faeriespace is lost in time, and most spacefarers do not even know of its existence. It is a realm whose very fabric is made up of peculiar faerie magic. Strange and wonderful things abound there.

When worthy people come to this realm, Aelivere, the One-King of Faeriespace, sometimes sees fit to aid them in their endeavors. To this end, the faerie magic weaves incantations to meet specific needs. When Bruin Shambrath, a good-hearted, brave young man from Greatspace came to Aelivere in need, the mysterious ruler gave him the *sun seeds*.

These magical seeds resemble small grains of sand and are brilliant yellow in color. They are typically carried in a small leather pouch that contains a few ounces of the seed. Each pouch carries enough seed for 14 uses.

The seeds are drawn out of the *fabric of light* and have a wondrous effect when spread upon a dead sun. They cause the body to spring back into fiery life as it was when it was first created, shining with original brilliance. There is, of course, a small problem involved in the use of *sunseeds*; a user must be sufficiently far from the sun so as not to be destroyed when the flaming body revives, yet close enough to sprinkle the seeds onto it. This is typically done with a spelljamming ship from a close orbit to the sun. There is a base 80% chance that the sun is successfully revived by the seeds. If the application is successful, the sun begins to reignite within five rounds (giving a spelljammer plenty of time to move away) and comes back to life within two turns.

Trollflower

XP Value: 200

GP Value: 1,000

DRAGON Magazine 30

Tired of having to replant his flowers every time a dragon traipsed through his garden, Orlow developed the *trollflower* (found in lots of 1d4 seeds). This is what would be described as a very hardy perennial. This flower grows slowly at the rate of 2 inches per month, but regenerates (similarly to a Troll) within 24 hours (unless burned, or course).

of Wealth

XP Value: 1,000

GP Value: 5,000

The Complete Wizard's Handbook

These are seeds that grow to become trees that bear valuable gems instead of fruit.

Shade of the Shadow

XP Value:

GP Value:

POLYHEDRON Newszine 43

This interesting object is found stored in a 3-foot cylinder. The shade itself unrolls to a 3-foot-wide,



7-foot-high piece that adheres to the wall. Once the shadow of a person or creature is cast on the shade (stand facing the shade and place a bright light behind the subject) the shadow is capable of detaching itself and performing simple deeds of movement and observation on command of the person controlling the shade. The shadow moves along walls, but can go through doors and walls upon command. The shadow has no physical properties or abilities and is resistant to both magical and weapon attacks. It has an innate ability to *cause fear* in opponents when first observed (as *fear*, the 6th-level spell). The shadow lasts for 14 rounds and can be used once a day. If a person is killed while his shadow is detached, he becomes a shade as described in the Monstrous Manual accessory.

Shaker

A shaker is a vessel that can be filled with a granular substance. The shaker is corked at the bottom and holes at the top allow the granulated substance (usually salt or ground black pepper) to pass through in a controlled fashion, allowing the user to sprinkle the substance evenly over food.

Eternal Salt

XP Value: 300

GP Value: 1,500

DRAGON Magazine 30

The *eternal salt shaker* provides a modest amount of salt for the user each time it is used. (The salt

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cannot be poured from the shaker.) The amount is small, perhaps ¼ gram per shake (2 grams per round, or 15 hours of constant shaking to produce a pound), but neverending if the character's arm lasts.

Hugrin's Spice

XP Value: 800 **GP Value:** 5,000

POLYHEDRON Newszine 82

The renowned wizard and chef Hugrin created this magical spice shaker. It appears as a small cylinder with a large "H" written on one end. Each shake yields an ounce of any spice desired. To produce a spice the user speaks the command word followed by the name of the desired spice, then shakes the spice maker with the H side down. Each spice shaker can be used 100 times before it must be recharged.

Shard of Shielding

XP Value: 4,000 **GP Value:** 20,000

DRAGON MOUNTAIN® Campaign Set

The *shard of shielding* is a protective magical item with the following powers: It acts as a *ring of protection* +2, a *ring of fire resistance*, and a *ring of cold resistance*. Any character who touches the shard immediately knows its properties.

Sheath

A sheath is a tight-fitting cover, intended to protect a knife or dagger from dents, rust, and scratches. They also protect blade-users from accidental cuts. In general, sheaths are made of leather or cloth, bound together with thongs or cord, and secured to belts. (See *Scabbard* for more options.)

of Frogs

XP Value: — **GP Value:** 1,000

New Item

An innocuous and obnoxious item, this sheath appears to be a benign bargain—a cheap, magical sheath. The problem is that, whenever a knife or dagger is drawn from this sheath, 1d20 rabid frogs also emerge to attack the user—who must make a save vs. poison to escape.

of Smallness

XP Value: 1,500 **GP Value:** 15,000

DUNGEON MASTER Guide

A magical item of this sort appears to be nothing more than a well-made piece of cloth material—possibly some sort of covering or sheet woven of very fine linen or silk. One side will have a larger

pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is detected.

This item causes any magical item wrapped within it to shrink to ½ its normal size and weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this item has no effect on artifacts, relics, or living things—it affects only nonliving, ordinary magical items—and no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires two rounds to accomplish, either in shrinking or restoring to normal size.

Zadore's Poison

XP Value: 500 **GP Value:** 2,500

New Item

Zadore the Timid, a rather cowardly wizard, invented this deadly weapon case. Each time a blade is drawn from this sheath it is automatically coated with 1d6 different poisons. So virulent are Zadore's poisons that no saving throw is allowed. One slice of a blade enclosed by this sheath (fortunately, there is only the one), results in sudden death for any creature struck by it except planar creatures, who do get a saving throw, but at -4.

Shield

The shield is a protective guard made of wood, hide, or leather and carried on the forearm. Shields come in a variety of shapes and sizes. The most familiar is the "heater"—a flat top with a curving, pointed bottom to protect the body. Less popular are the small shields known as "bucklers," and worn on the hands. Most shields are made wood or of metal and many wooden ones have metal rims.

Historical Note: According to *GREYHAWK*, shields that are magically enchanted to a +4 are made of mithral, and those enchanted to a +5 protection are constructed from a "strange alloy known as adamantite."

Roll	Shield Type
01-04	Ashanti
05-07	Basketwork
08-11	Basotho
12-14	Body
15-18	Buckler
19-21	Clipei
22-25	Daraq

Roll	Shield Type
26-29	Dahl
30-32	Gunsen
33-36	Heater
37-39	Hide
40-43	Iron
44-46	Isi Halngu
47-50	Kote
51-54	Large
55-57	Madu
58-61	Maratha
62-64	Medium
65-68	Parma
69-71	Parrying
72-75	Round
76-79	Scutum
80-82	Small
83-86	Smash
87-89	Spiked
90-93	Spiked Buckler
94-96	Target
97-00	War

Abbathor's

XP Value: 1,200 **GP Value:** 6,000

Monster Mythology

This avatar's shield can cast *blindness* at one creature per round within 30 feet (save vs. spell at -6 to negate, -3 if looking away).

of Absorption

XP Value: 500 **GP Value:** 5,000

DUNGEONS & DRAGONS Rules Cyclopeda

If the user is hit by a blow that would cause an energy drain, the shield absorbs the draining effect and only the normal damage affects the user. Each energy drain causes the loss of 1 AC bonus modifier from the shield. When reduced to 0 bonuses, the item crumbles to dust. (For instance, a shield +3 that has absorbed two energy drain attacks is now only a *shield +1*. If it absorbs yet another energy drain, it is reduced to 0 and disintegrates.) This special power is not under the control of the user; a character cannot choose to suffer the energy drain and leave the item intact. The normal limit of one use per day does not apply to this power.

Aegis

XP Value: 8,000 **GP Value:** 40,000

DEITIES & DEMIGODS™ Cyclopeda

This magical shield can throw *fear* into the heart of any beings coming within 10 yards of it if they do not make their save vs. spell. It is a *shield +5* and the fear ability must be activated by the desire of the holder. The shield also has the power to form itself into a *displacer cloak* with the same fear power at a ward command. Its primary owner is Zeus's avatar, though Athena's avatar often has custody of it. It is used by Zeus's avatar in major battles, though, on rare occasions, he lends it to favored mortals.

Aegis II

XP Value: 8,000 **GP Value:** 40,000

Legends & Lore

This magical *shield +5* is made from the skin of the golden fleece. Bearing a depiction of the head of a beautiful woman with snakes for hair, it has two magical powers. If the bearer shakes it, anyone looking upon it must save vs. spell or flee in panic for 1d10 turns. At the bearer's command, it also acts as a *cloak of displacement*. Aegis is usually carried by Zeus, but he sometimes lends it to Athena or a favorite mortal hero.

Athena's

XP Value: 2,400 **GP Value:** 12,000

Legends & Lore

Athena's avatar is armed with several special items. One of these is a shield bearing a medusa's head that causes anyone looking at it to save vs. petrification or be turned to stone.

of Blow Turning

XP Value: 1,200 **GP Value:** 6,000

DRAGON Magazine 179

This device makes attacks on the user less likely by compelling opponents to select another target, when possible. When a die is rolled to randomly determine which character is being attacked by an oncoming foe, it must be rerolled if the first roll indicates the bearer of the *shield of blow turning*. Optionally, the *shield* could cast a form of the priest spell *sanctuary*.

of Charm

XP Value: 1,000 **GP Value:** 5,000

DUNGEONS & DRAGONS Rules Cyclopeda

When the user is hit by an opponent, the opponent must make a saving throw vs. spell or

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become *charmed* by the user of this special shield (as the wizard spell *charm person* or *charm monster*). If a handheld weapon is used in the attack, the opponent gains a +4 bonus to the saving throw. Only one victim can be *charmed* each day, but any number of saving throws may be made before the charm is successful.

of Concealed Wizardry*

XP Value: +800

GP Value: +4,000

Land of Fate

These shields have their magical nature concealed by powerful spells, they do not respond to *detect magic* or similar spells (see **Enchanted Enhancements**, of *Concealed Wizardry* in Volume I and **Weapon**).

Copper

XP Value: 4,000

GP Value: 20,000

Kara-Tur

The *porcelain warrior*, detailed in the **Crystal Warrior** entry, carries a magical *copper shield* +2 that shines like the sun, causing *blindness* in all creatures within 50 feet who fail a saving throw vs. spell.

of Cure Wounds

XP Value: 2,000

GP Value: 10,000

DUNGEONS & DRAGONS Rules Cyclopedia

This shield can cure half of the damage the user has incurred, whatever that amount may be, once per day. It can only cure the user, not another creature, and it cannot affect poison, disease, or any other damage except wounds.

Death Watch Beetle

XP Value: 800

GP Value: 4,000

GREYHAWK MC Appendix

The wings of the death watch beetle are highly valued by skilled armorers, who can fashion them into very effective shields. If an expert armorer is provided with both wings of a death watch beetle, he or she can make the equivalent of a *body shield* +1.

Discus*

XP Value: 1,000

GP Value: 10,000

DRAGON Magazine 37

This device functions normally as a medium-sized *shield* +3, circular in shape, with edges rounded and turned inward (like a "flying saucer"). The user may cast the shield like a discus. It flies out, strikes a glancing blow on its target, and returns. A mini-

mum Strength of 16 and a minimum Dexterity of 12 are required to throw the shield properly. The shield is cast with one hand. Note that the caster need not make a die roll in order to catch the shield when it comes back at the end of the melee round. Its maximum range is 270 feet.

The damage done when a *discus shield* strikes an opponent varies inversely with the range of the target, as shown in the table below. Opponents may attempt to catch the shield, but must roll to strike AC -6 and have both hands free; otherwise, the opponent takes the maximum possible damage. The attempt to catch the shield may only be made if the caster has made a successful attack roll. The shield's flight path is unaffected by winds up to hurricane force. The caster is -2 to hit at medium range and -5 to hit at long range.

Distance of Target	Damage from Shield Strike
0-90 Feet	2d4 points
91-180 Feet	1d6 points
181-270 Feet	1d4 points

This device must be used at a penalty to attack rolls unless the user has opted to take expertise with it as a possible weapon. Because the shield is blunt-edged, priests may use it as a weapon, as well as warriors.

of Dragon Protection

XP Value: 1,100

GP Value: 11,000

DRAGON Magazine 99

This shield has magical runes across its front and back rim that spell out the word "dragon." The runes are magical, so that anyone who reads them sees the word written in their native tongue. Whenever a dragon comes within 30 feet of the shield, the word "dragon" glows softly for one round, then fade.

The *shield of dragon protection* is normally a *shield* +3, but it confers +5 protection from all nonmagical dragon attacks (including claws and bite). If the word "dragon" is spoken aloud by the shield's bearer, the whole shield begins to glow with the effect of a *light* spell and an additional bonus is conferred. If the bearer makes a saving throw vs. the dragon's breath weapon, no damage is taken and only half damage is taken if the saving throw fails. Finally, the shield gives a +3 bonus to the bearer's saving throw against any magical spells cast by dragons against him or her, as a *ring of protection*.

Dragonscale

XP Value: 500

GP Value: 5,000

DRAGON QUEST Game

This shield was forged from a scale cut from a dragon by an ancient hero. When it is used, it reduces a hero's Armor Class by 2 places instead of just 1. Thus, if a hero in plate armor (Armor Class 3) used this shield, his or her Armor Class would be reduced to 1.

Dragonshield

XP Value: 1,200

GP Value: 12,000

Dragon Knight

This shield +2/+3 vs. dragons magically protects its wielder so that a successful saving throw vs. breath weapon means no damage from dragon breath, and a failed saving throw results in only half damage.

Dzance's Guardian

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 89

The ranger Dzance found this shield in a chest in the depths of Gauntulgrym, the Lost City. Its origin is unknown, but it is thought to be of dwarven manufacture. Dzance's Journals tell us of the properties of this shield. When he retired from adventuring to live in the Lady's Court at Silverymoon, Dzance gave his guardian shield to Belpir, a young knight of that city. The new owner went off adventuring straightaway and has not been seen since. The fate of Belpir and of Dzance's guardian shield are yet a mystery.

The guardian is a shield +0, magical in nature but conferring no Armor Class bonus to its bearer aside from the 1-place benefit provided by any shield. However, it has a special defensive power—when worn, it radiates an insubstantial magical energy field that envelops its bearer (only the bearer) like an aura. Any magic missile directed at a bearer of Dzance's guardian shield, strikes this field and is reflected unerringly straight back at the sender with no damage to the shieldbearer.

The field also absorbs all electrical discharges of natural or magical origins, such as *shocking grasp*, *lightning bolt*, or *chain lightning*, without harm to the bearer. The attacks dissipate gradually and harmlessly if the shield is put down, but if the bearer can bring the shield into physical contact with an enemy within four rounds of a discharge, the entire energy field can be transmit-

ted to the foe (save vs. paralyzation for half damage). The bearer is immediately aware of the storage and discharge power whenever the field intercepts electrical energy.

When a discharge is activated by the bearer's will, there is a 30% chance that the bearer and shield (but not any companions or foes unless direct, physical contact is present at the time) are *plane shifted* to a random, known plane of existence. This power is unknown to the bearer until it actually occurs; *identity*, *sage-lore*, and *legend lore* do not reveal it.

of Electricity

XP Value: 1,500

GP Value: 15,000

DUNGEONS & DRAGONS Rules Cyclopedia

The shield, on command of the user, becomes charged with magical electrical force. If the user is hit while "charged," the attacker takes 6d6 points of electrical damage. The attacker may make a saving throw vs. spell to take half damage; if a weapon is used in the attack, a +4 bonus to the saving throw applies. The shield can be charged or neutralized as often as desired by using command words, but it can only cause damage ("discharge") once a day.

of Energy Drain

XP Value: 2,000

GP Value: 20,000

Red Arrow, Black Shield

This appears to be a normal shield +2. If the proper command word is spoken, the shield can be charged. If the shield's user is hit while "charged," the attacker must make a saving throw vs. spell or lose one level, as if hit by a wight. This special property of the shield is usable once per day, and lasts until it drains a level. Use of this shield is an evil act.

of Energy Drain II

XP Value: 4,000

GP Value: 40,000

DUNGEONS & DRAGONS Rules Cyclopedia

The shield can become "charged" on command (as described under *Electricity*, *Special Power* in the *D&D Rules Cyclopedia*), but instead of inflicting damage, it causes the loss of one of the opponent's levels or Hit Dice (as if a wight). The same saving throw as the electricity power applies (possibly with bonuses). If successful, the energy drain does not occur. The item can drain one level or Hit Die per day, but any number of saving throws may be made before this occurs.

of Ethereality**XP Value:** 5,000 **GP Value:** 30,000

DUNGEONS & DRAGONS Rules Cyclopedia

The user may become ethereal on command and may remain ethereal for as long as desired. The user may return to the Prime Material Plane when a second command word is spoken. Each command word may be used once a day.

Fire's**XP Value:** 1,000 **GP Value:** 10,000

Legends & Lore

Wind's avatar carries this *shield* +3 at all times. If a mortal touches the shield, he or she suffers 1d10 points of fire damage per round—even if magically protected from fire.

of Fly**XP Value:** 1,000 **GP Value:** 7,500

DUNGEONS & DRAGONS Rules Cyclopedia

When commanded, this shield creates a *fly* spell effect on the user, which lasts for 12 turns. The user may then travel in the air at up to 360 feet per turn by mere concentration (like the 3rd-level spell).

of Gaseous Form**XP Value:** 3,000 **GP Value:** 15,000

DUNGEONS & DRAGONS Rules Cyclopedia

This valuable shield enables the user to turn into a cloud of gas (like a *potion of gaseous form*), including all carried equipment (unlike the *potion*). The user can remain gaseous for up to 6 turns and can return to normal form by mere concentration.

Goblin Shield of the Pomarj**XP Value:** 1,250 **GP Value:** 7,500

GREYHAWK Adventures

This metal shield bears the coat of arms of goblins in the Pomarj—the red face of a medusa. Its creator is unknown, although rumors indicate a weak and treacherous wizard who sought his own safety during the invasion of humanoids from the Lortmil Mountains. Now the shield is found only in the hands of a goblin chief. While giving a +2 bonus to its wielder's Armor Class, the shield can cast *flesh to stone* (reverse of *stone to flesh*) once per day.

of Greyhawk**XP Value:** 1,050 **GP Value:** 10,500

GREYHAWK Adventures

This metal shield bears Greyhawk's coat of arms, and was created by the Society of the Magi. It now

hangs in the audience hall of the Lord Mayor's mansion, and is well guarded. As well as giving its user a +3 Armor Class bonus, the shield can cast *dispel evil* as a 9th-level priest, once per day.

**Grimjaw****XP Value:** 2,000 **GP Value:** 10,000

DRAGON Magazine 89

Named for the small Common inscription found deeply engraved on the inside top rim, this plain iron shield is dented and black, of a normal, unassuming appearance. It bears no rust, and rust does not affect it regardless of the handling it receives due to protective magic cast upon it. *Grimjaw* was first identified by the sage Ragefast of Baldur's Gate, as borne by the adventurer Krystus and having a certain awesome power. Krystus the Proud soon met his death at the hands of a dwarven patrol half a world away, in the mountains near Tethyamar, in a dispute over passage through the dwarven mines there.

Grimjaw is known to have been in the hands of the ruling dwarven clan "Iron House" for many years, but was lost in battle when orcs and evil wizards drove out or slew all the dwarves of Tethyamar. The present head of the "Iron House" Ghellin, wishes to regain the shield.

Grimjaw confers no magical Armor Class bonus to its wearer, but it has a powerful ability to

affect any magical items that come into direct physical contact with it, regardless of the shieldbearer's wishes. The effects of any single contact is determined by percentile dice roll, as follows:

Roll Contact Effect

- 01-20 Item has one charge drained from it by *Grimjaw*, if the item has no charges as such, its powers are negated for 3d4 turns.
- 21-65 Item instantly turns and attacks wielder for one round, either striking as if the wielder were attacked by someone of equal class, Strength, and level (if a weapon), or firing one charge or magical attack (if a charged staff or similar item).
- 66-80 Item has all magical powers and abilities negated for 2d6 rounds.
- 81-95 Item is completely drained of all magical powers forever, as if struck by a *rod of cancellation*. Artifacts are likely to be unaffected, but may, at the DM's option, *teleport* away to a random location, with or without the wielder.
- 96-00 *Grimjaw* discharges some of its stored, magical energy into the contacting item; the item gains 1d6 additional charges (permanently), or a +1 on attack and damage bonuses for 1d6 turns.

If a magical weapon or item is wielded against the shieldbearer, and the item misses the Armor Class of the shieldbearer by 1 point (scoring what would have been a hit except for the shield's presence), then it is considered to have struck the shield.

of Haste

XP Value: 2,000

GP Value: 10,000

DUNGEONS & DRAGONS Rules Cyclopedia

When commanded, the shield creates a *haste* spell effect on the user, allowing double normal movement and number of attacks (as the 3rd-level wizard spell). The *haste* lasts for only 1 turn and is usable only once a day.

Hastsezi's

XP Value: 3,500

GP Value: 35,000

DEITIES & DEMIGODS

He uses a *shield +5* in battle, and this item cannot be wielded by any other being. In addition, he cannot be attacked from behind.



Hawkstone's Bulwark

XP Value: 1,500

GP Value: 9,000

DRAGON Magazine 89

The ranger Hawkstone bore this shield in his war against the giants of the Great Glacier and the beast-men (ogres) of Thar. Some time after his death, his grave was violated and all his treasures stolen, among them the blade *Durelva* and this shield, known in ballads as *Hawkstone's Bulwark*. It is generally believed that Hawkstone won this shield from the hoard of the black dragon Yrindoth. Its origin is as unknown as its present fate.

The shield is a single slab of 2-inch-thick, polished steel. It is a beautiful shade of blue, fine metal, unique in its quality in the Realms. The usual two straps on the back are of black bullhide, and it weighs no more than a wooden shield. It has the abilities of a *shield +2*, and upon command, the shield grows magically into a bridge. (The command word, known through lore but not written anywhere on the shield, is "*Bulwark*.") The shield will disappear from the bearer's possession and reappear at the start of the following round as a 5-inch-thick span of fine steel, 2 feet wide by 60 feet long. Its length is not variable, and the change is not always automatic; if the command word is spoken when the *Bulwark* doesn't have enough room to expand, the power simply fails to function. The bridge extends out in the direction the bearer is facing, beginning

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just in front of the bearer's feet. Once placed, the bridge cannot be moved (although it can be shrunk back into a shield and reexpanded in a different location). It will support up to 5,000 pounds of weight at one time. Exceeding the weight limit causes it to collapse back into a normal shield (see below), leaving the creatures and objects upon it without any visible means of support.

If the weight capacity is not overshot, the bridge remains in that form for 33 days, or until the bearer of the shield holds onto one of the straps and utters the reverse command word "*Krawlub*." (When in bridge form, the shield's straps are located on the top surface of the bridge, at either end.) The shrinking process works essentially the same as the expansion process—the bridge disappears when the command word is spoken, and at the start of the following round the *Bulwark* reappears at the bearer's feet in shield form.

No magic short of a *limited wish*, *alter reality*, or *wish* will cause the bridge to shrink, shift, break, or otherwise move (although the ground on which it rests could well be affected by *disintegrate*, *dig*, or similar spells). The bridge conducts heat, electricity, and other similar forms of energy, and in such respects acts as normal metal does.

Holy

XP Value	GP Value
Chaotic good: 1,000	8,000
Lawful good: 1,000	8,000
Neutral good: 1,000	8,000

POLYHEDRON Newszine 58

This kite-shaped shield is medium sized and has a +2 enchantment. However, in the hands of a good-aligned priest or a paladin with spell casting abilities it is especially useful. Each *holy shield* has a specific alignment, and this can be determined by rolling 1d6:

Roll	Alignment
1-2	Lawful Good
3-4	Neutral Good
5-6	Chaotic Good

If a priest or spellcasting paladin is of the same alignment as the shield, three properties come into play. The shield's face changes to depict that character's holy symbol; the armor class bonus of the shield increases to +3; and the shield confers

a permanent *protection from evil*. *Holy shields* are as light as small shields. They were rumored to have been created by the good gods during a great battle with evil many centuries ago.

of the Holy

XP Value: 1,000	GP Value: 8,000
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DRAGON Magazine 179

This medium shield is inscribed with a symbol of one of the enlightened deities. In the hands of an ordinary individual, the shield functions as a *shield +1*. However, if used by a priest of the same religion as the deity to which the shield is dedicated, the shield gains a +2 bonus and allows its user to affect undead as if he or she were four levels higher. This ability to affect undead applies only if the priest is otherwise capable of turning or commanding the undead in question.

of Huma

XP Value: 1,000	GP Value: 8,000
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Tales of the Lance

Huma is most famed for his use of the original *dragonlances* to banish the Queen of Darkness from the face of Krynn. His shield, however, figures quite prominently in many of his lesser tales. It never failed him, saving his life in many battles against dragons before the *dragonlance* was employed. The shield appears to be a medium shield, carved with intricate symbols of the Knights of the Crown.

Huma's shield is considered a *medium shield +3 vs. dragons*. It magically protects its wielder against breath-weapon attacks so that a successful save vs. breath weapon causes no damage and a failed save results in only half damage.

of Invisibility

XP Value: 1,500	GP Value: 7,500
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DUNGEONS & DRAGONS Rules Cyclopaedia

When commanded, the shield makes the user *invisible*, as if the 2nd-level wizard spell were cast. In addition, the shield can itself become *invisible* three times a day, on command of the user.

Kirith-Kanoi

XP Value: 1,200	GP Value: 12,000
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POLYHEDRON Newszine 43

This large, circular shield is fashioned of dark, dense wood with rough metal bands running across it. It confers +3 on AC for any user, but in the hands of a dwarf, its true magical power man-

ifests itself. Carried by a dwarf, it acts as a *ring of spell turning*. Its name in dwarven means "The Bane of Magic." No one knows who made it or when it was made, but it has surfaced many times in dwarven legends under different names.

Laduguer's

XP Value: 1,200 GP Value: 12,000

Monster Mythology

The avatar has a *shield +1* that gives immunity to normal missiles.

Laeral's Spell

XP Value: 500 GP Value: 2,000

The Magister

Named for the wizardess who devised the prototype, these shields can still be made with much travail.

A *spell shield* protects the wearer from the following spells, so that he or she suffers no damage: all Bigby's spells (note that it does not negate an *interposing hand*), *blade barrier*, *shillelagh*, and *spiritual hammer*. In addition, there is a 60% chance (per missile) that the shield will negate *magic missile* attacks.

Against normal missiles, *Laeral's spell shield* acts as a *shield +1*. All physical missiles that strike the shield (if a missile attack roll directed at the wearer indicates a miss, roll 1d6—a 5 or 6 indicates that the missile struck the shield) rebound at the source of the missile, flying back at +1. A returning missile arrives on the round following that in which it struck the shield, strikes once (and is considered +1 magical for that one strike), and is thereafter normal and nonmagical.

of Lorin

XP Value: 550 GP Value: 5,500

Dragon Keep

This is the personal shield of the human warrior Lorin Starrose, a Solamnic Knight of the Rose. The gold shield is edged in steel and bears the emblem of the Knights of Rose. It is considered a *medium shield +2/+3 vs. dragons*. It magically protects its wielder so that a successful saving throw vs. breath weapon means no damage and a failed save results in only half damage.

Magical Defense

XP Value: 1,200 GP Value: 6,000

DRAGON Magazine 179

This shield offers its user a +4 bonus to save vs. breath weapons and ranged spells that can be

dodged (*lightning bolt*), but offers no saving throw bonus vs. weapon blows or area-effect attacks (*flaming oil* or *fireball* not targeted on user).

Medicine

XP Value: 1,000 GP Value: 7,500

DUNGEON Magazine 32

This Rover shield is a hide-covered wooden frame with tufts of hair and feathers attached. Mystical symbols are painted on the front. *Medicine shields* grant the Rover no Armor Class bonus beyond the normal shield bonus but give one *protection from normal missiles*, as the spell of the same name.



of Medusae

XP Value: 3,000 GP Value: 18,000

The Complete Fighter's Handbook

This magical item may only be used by warriors or priests (including multiclass and dualclass warriors or priests).

It looks and works like a normal medium shield. But instead of a coat-of-arms, the front is mirror-reflective, and the inside is crystal clear.

To use the *shield of medusae*, the warrior holds it up in front of his or her eyes, and looks through its clear surface. While doing so, the character is immune to the stoning gazes of creatures such as the medusa and basilisk, and to magical items

that duplicate their gazes. When the character carrying this shield confronts a stoning creature, he or she reflects the creature's image back at it, and it is the creature that must make saving throw vs. petrification or be turned to stone.

Unlike ordinary shields, the *shield of medusae* has only 2 damage points before it shatters. In other words, if it is hit twice, it is destroyed.

Mirror-Shield of Rheddrian

XP Value: — **GP Value:** —

Wrath of the Immortals

This device is a bright mirror, a shiny disk-shaped shield, 2 feet in diameter. The straps attached to the back are not artifact-quality. This shield grants a -6 bonus to AC. This device has the following powers:

- *Immortal life-trapping* once per month. (Note that unwilling victims are not affected).
- *Teleport* twice a day. Users can teleport to any scene projected onto the mirror.
- *Legend lore* once a day. The information gained is restricted to *Beagle*-type technology.
- *Monster Summoning I* through *VII* once a day. This power may be used to create sprackles, plopped, and lightning zombies only.

Handicaps and Penalties: Mortal users of the *mirror-shield* begin to glow the first time they evoke one of the artifact's powers. The second time the same mortal uses the artifact, he or she loses ¼ of his or her Constitution and begins to suffer amnesia; roughly one quarter of his or her memory will be gone. The third usage reduces the Constitution score and memory by another quarter and gives a distinct grey pallor to the wielder's skin. A fourth use turns the character into a lesser lightning zombie; a fifth into a greater lightning zombie. These effects can only be reversed by a *wish* spell cast by wizard of at least 25th-level.

Missile Attractor

XP Value **GP Value**
Double: — 1,500
Triple: — 2,250

DUNGEON MASTER Guide

This shield not only makes the bearer the equivalent of a shieldless person, it also attracts missiles of all kinds to itself. It doubles or triples the bearer's chances of being selected by random die rolling according to the size of the party he or she is with (see **Combat** in the *DMG*). This cursed shield is not distinguishable from a useful magical shield.

Roll **Chance Increase**

01-70 Double

71-00 Triple

Missile Deflector

XP Value: 400 **GP Value:** 4,000

DUNGEON MASTER Guide

This *shield +1/+4 vs. missiles* has a +1 bonus vs. melee attacks, but is four times more effective against hand-hurled and mechanically propelled missiles of all sorts. More importantly, the shield has a 20% chance of negating *magic missile* attacks (from a frontal position).

Noj's Missile Attractor

XP Value: — **GP Value:** 2,250

1992 Fantasy Collector Card 25

Highly magical, this unfortunate -1 shield causes automatic hits from all types of missiles that come anywhere near the wielder. Nevertheless, Noj keeps it in his *bag of misplacing* because this magical shield also negates the damaging effects of all *lightning bolts* and *fireballs* that strike in the wielder's area, and Noj fights a lot of spell casters. Unfortunately, *magic missiles* are also attracted to the point of missing another, intended target and pass through the shield as if it were not there.

of Olynthos

XP Value: 1,600 **GP Value:** 7,200

The Milenian Scepter

Ancient texts record that this shield was once owned by a legendary Milenian hero named Bachileos before it eventually came into the hands of Emperor Olynthos the Undying. These same texts also state that the legendary shield, forged by the Immortal Palartarkan, ultimately vanished along with Olynthos and the *Milenian Scepter*.

It is a normal-sized round shield made of iron and covered with oiled leather. Emblazoned on its face is the image of a fearsome griffon. It acts as a *shield +3*. In addition, once per sleep the wearer may call upon a special power. One claw of the griffon emblazoned on the shield appears to come to life, emerging from the surface of the shield to slash at one opponent. If struck, the victim suffers 2d4 points of damage and must succeed at a saving throw vs. spell or suffer the effects of a *cause fear* spell. The claw strikes with a THAC0 of 13, and can make any number of attacks, once per round, until it finally hits, when it merges with the shield again.

Petrified**XP Value:** 100**GP Value:** 1,000

DRAGON Magazine 197

These wooden shields have been permanently enchanted with *petrification* spells, making them equivalent to shields made of stone instead of wood. These are also fireproof, and this is the only real benefit a wooden shield gains from this treatment unless it's a spiked buckler. These shields hardly seem worth the trouble to enchant, but the process is good practice for apprentice wizards, so *petrified weapons* are fairly common. Besides, when fighting an opponent with a torch, a common enough event in the arenas of Athas, it's a comfort to know that a wooden shield won't be burned into uselessness. It is also possible to bury petrified items for use as hidden markers, since they do radiate a *dweomer* that can be located by a *detect magic* spell.

of Proof Against . . .**XP Value:** 500**GP Value:** 2,500

DRAGON Magazine 179

These medium shields provide the wielder with additional protection against the type of attack listed. Saving throws against that particular type of damage are at +4, provided that the wielder can put the shield between his or her person and the attack form. Damage is as normal for that attack form.

Roll	Proof Against
01-10	Acid
11-20	Cold
21-30	Electricity
31-40	Fire
41-50	Light
51-60	Lightning
61-70	Petrification
71-80	Poison Gas
81-90	Polymorphing
91-00	Sound Attacks

of Proof against Cold**XP Value:** 500**GP Value:** 2,500

Land of Fate

These shields provide the wielder with additional protection against the type of attack listed. Saving throws against that particular type of damage are at +4, provided that the wielder can put the shield between him or herself and the attack. Damage is normal for the attack form.

of Proof against Electricity**XP Value:** 500**GP Value:** 2,500

Land of Fate

This shield provides the wielder with additional protection against the type of attack listed. Saving throws against that particular type of damage are at +4, provided that the wielder can put the shield between him or herself and the attack. Damage is normal for the attack form.

of Proof against Fire**XP Value:** 500**GP Value:** 2,500

Land of Fate

These shields provide the wielder with additional protection against the type of attack listed. Saving throws against that particular type of damage are at +4, provided that the wielder can put the shield between him or herself and the attack. Damage is normal for the attack form.

Quirks Of Magical Shields***XP Value:** N/A**GP Value:** N/A

DRAGON Magazine 163

The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry.

The following tables have been created to add some spice and variety to existing magical items in the AD&D game world. A table of nonstandard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and they function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to determine the exact quirks a magical shield possesses.

Roll Quirks Present

01-86	No quirks
87-94	One quirk

- 95-98 Two quirks
99-00 Three quirks

Roll Result

- 01-06 Shield is incredibly shiny and reflects light of any kind; furthermore, any creature using a gaze attack within 10 feet of the shield has a 75% chance of seeing its own reflection.
- 07-11 Shield is heavy; add 25% to its total weight and encumbrance.
- 12-16 Shield is unusually large, but weighs the same as a medium shield. The user gains an additional +1 bonus to AC.
- 17-21 Shield works normally but appears incredibly beaten up and battered. No amount of repair can change its appearance. (Status-conscious cavaliers and paladins will have reservations about using a shield that does not look good.)
- 22-26 Shield is unusually small, but weighs the same as a medium shield. The user suffers a -1 penalty to AC.
- 27-32 Shield glows with the light of a *faerie fire* spell. Only *continual darkness* can negate this radiation (and then for six turns plus one turn per level of the caster). If the shield is covered by cloth or leather, the glow still shines through.
- 33-37 Shield weighs $\frac{1}{4}$ as much as normal; shield is of the same type.
- 38-43 Shield lacks magical protective ability against 1d4 specific types of creatures.
- 44-48 Shield is resistant to fire; it can never be burned or melted by normal or magical fire.
- 49-53 The shield is invisible by every means except *true seeing*, *detect invisibility*, *detect magic*, and *wish*.
- 54-59 The shield automatically and immediately *teleports* onto the user's offhand every time combat is initiated. Once combat is over, the user must physically remove the shield.
- 60-64 Shield is attuned to a place of special magical radiance, in much the same manner as a *drow shield*. If the shield is not exposed to this place once every 30 days, its magic is lost.
- 65-70 Shield has complicated straps and is hard to strap to the arm and remove. Consequently, the time required to put on and take off the shield is increased by 3 rounds.
- 71-74 Shield can never be scratched, stained, or

dented.

- 75-78 Shield has an inherent disruption of magic. While its user enjoys a +1 bonus on saving throws vs. spell, spells cannot be cast if the user is a multiclassed wizard or a spell casting ranger or paladin.
- 79-84 Shield attracts monsters; any random encounter checks are at double normal chance for anyone using this shield.
- 85-89 Shield is a superconductor of heat and electricity; add +1 per die to all damage from fire or electricity.
- 90-94 Shield does not provide magical protection if it is covered or hidden.
- 95-98 Shield is an exquisite piece of workmanship and commands a price of 150% over normal prices due to its quality.
- 99-00 Shield is possessed by a spirit of random alignment; if the user's alignment differs from the spirit's, the shield periodically attempts to possess the user. Determine the chance of success as noted under the 5th-level wizard spell, *magic jar*. The spirit's intelligence can be determined by rolling 3d6. The chance of a possession attempt occurring is 15% per week, cumulative. (Each time a possession attempt is made, the chance resets to 15% the next week.)

Raji's Shield of the Holy

XP Value: 400

GP Value: 2,000

1992 Fantasy Collector Card 297

Raji's magical shield is inscribed with the symbol of Najm the Adventurous. In Raji's or any other priest of Najm's hands, the shield provides an Armor Class bonus of +2 and grants that priest the ability to affect undead at four levels higher than normal.

of Reflection

XP Value: 1,000

GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedic

If a *light* or *continual light* spell is cast at the user, the shield will automatically reflect it back at the caster, who must make a saving throw vs. spell or be *blinded* (as given in the respective spell descriptions). The item will reflect up to three spells per day. In addition, when the user is in melee against a creature with a gaze attack, the chances of gaze reflection are the same as if a mirror were held, but without the -2 penalty to the user's attack rolls (this represents the awkwardness of holding the mirror and attempting to attack at the same time).

Remove Curse

XP Value: 1,000

GP Value: 7,500

DUNGEONS & DRAGONS Rules Cyclopedia

This shield cannot itself be cursed when found. When commanded, the item will create a *remove curse* spell effect on the user only as if by a 36th-level caster (automatically removing one curse). This item will function a total of three times, at a maximum rate of once a day. After its three charges are used, no other special abilities remain and it cannot be recharged; the item does remain magical, however, regardless of spent charges.

Reptar's Wall

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 89

Named for the ranger who had once borne it, the *wall* is a heavy shield constructed of iron plates riveted to an iron frame. Its origin, lost in antiquity, is unknown. Two words are engraved on the frame in Common, facing the bearer at eye level when the shield is held ready for combat: "Eiruvan" and "Thammis." The shield is magical, and has the following powers and abilities:

Despite its construction, the *wall* does not rust or corrode, conduct heat or cold, its metal remains inactive. It is a *shield +1*, and gives no sound when struck or dropped. It does not ring or grate, but is absolutely silent; the heaviest blows falling upon it cannot be heard.

When the bearer (not another creature, nor anyone not wearing the shield slung on an arm, ready for battle) speaks or whispers the word "Eiruvan" the shield, bearer, and any accouterments worn and held, become *invisible* to both normal sight and *infravision* for 2d4 rounds. During this time the shieldbearer moves silently, because of the shield's sound-absorbing qualities, and can move about or strike at opponents while concealed. A successful attack made on an opponent by the bearer causes the bearer and shield to immediately become visible.

Carrying an active source of light does not affect the *invisibility* of the carrier, but the light can be clearly seen and can be used to determine the location of the *invisible* shieldbearer. The casting of *light*, *detect magic*, or *dispel magic* in the area where the *invisible* shieldbearer is suspected to be never reveals the presence or precise location of the shieldbearer. Once exercised, this power will not work again for 96 turns (16 hours) from the cessation of *invisibility*.

The shield's major power, made active when the bearer speaks or whispers the word "Thammis" while holding the shield slung for use, is the ability to *fly* (as the wizard spell) for 2 turns, shield and bearer, plus any nonliving accouterments of up to 400 pounds, are empowered to *fly* at Maneuverability Class A, with a movement rate as the spell; the magic also confers full stability to wield weapons in midair. The flight ability lasts until two turns have elapsed or the bearer wills it to end, whichever occurs first.

Use of the *fly* power has an unexpected side effect in that at the onset of flight, the nearest magical item or scroll is permanently drained of one charge, which serves as energy to power the shield. If the nearest item is of a permanent nature and has no charges (say, a magical dagger), all of its powers are negated for six turns (one hour). The item closest to the shield is always affected, regardless of the shieldbearer's wishes. The shieldbearer is usually unaware of the "draining." If no magical item is within 90 feet of the shield when its *fly* power is activated, the *shield's* other abilities—including sound absorption and the +1 bonus—are negated for six turns. The *wall* is directed in flight by the will of the bearer, who must remain in full physical contact with it, or the shield and former bearer both plummet to the ground; the shield cannot *fly* alone.

Shoon's Buckler

XP Value: 800

GP Value: 4,000

DRAGON Magazine 89

The adventurer Shoon briefly possessed this magical shield. Its true origin is unknown, but Shoon seized it from the body of a slain male drow during a battle deep beneath the Hill of Lost Souls. Among the drow, as *speak with the dead* has revealed, *Shoon's buckler* was known as a *blink shield*; it was unique, and its creation a mystery. Shoon later gave the shield to the fighter Gorlaung "Blackhelm" in exchange for training; Gorlaung fell in battle with orcs in the Stonelands, and his body was stripped of weapons and valuables by his slayers. The present location of the buckler is not known.

The buckler is a 1-foot-diameter disk of black metal with a fist grip, all fashioned of one piece, and bearing no inscription. Despite its small size, *Shoon's buckler* functions as a *shield +2*. Its other easily discernible power is the ability to *glow* (equal in radiance to a *light* spell) on the mental command of the bearer; the *light* dies away to

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nothing when the bearer wills it, falls asleep, dies, or loses sanity or consciousness. This power is discovered whenever a being holding the *buckler* thinks about the poor light, wishes he or she could see better, or so forth. Whenever the buckler operates in the fashion, three words in Common appear in small glowing letters around its inside edge: "Tethema," "Sekoe," and "Brund."

If "Tethema" is repeated aloud by any creature holding the shield, that figure becomes the master of the buckler until another creature holds the shield and utters the word. Control of the buckler enables a being to override the mental commands of another figure holding the buckler regarding its *radiance*, even from afar (up to 160 feet distant). Control also allows the following two powers to be enacted when the master is not touching the buckler, and is up to 160 feet away.

If the word "Sekoe" is spoken, the buckler *levitates* for up to six rounds, moving about under the mental direction of the bearer (or the master, if these are two distinct beings; in that case, the master's commands take precedence). The shield can carry or support up to 600 pounds of weight resting on it or suspended from it, and any number of creatures or objects can make up the cargo. If its load exceeds the limit, the shield instantly ceases to *levitate* for at least six rounds and falls. Thus, the bearer can *levitate* up or down at will, and move horizontally by pushing off walls, or the buckler's master can move the shield from a distance, along with, perhaps, an unwilling cargo.

If the word "Brund" is spoken by the master of the buckler, any other active shield powers cease; then the shield and any creature touching it *blink*, as the wizard spell, about the location of the shield when it was activated, until seven rounds have elapsed or the master wills it to end (whichever occurs first).

These powers can be used repeatedly in consecutive rounds and in any order (although only *levitate* and *light* can be used in combination) if the commands are known. Anyone who discovers the buckler will not be informed of any facts about its operation by any revelation or magical means short of a *wish*, but must learn them by trial and error. Note that the *blink* power does not function for anyone who discovers the shield until he or she is established as the master of the buckler by using the command word "Tethema."



Sticky

XP Value: 3,000

GP Value: 20,000

POLYHEDRON Newszine 90

The *sticky shield* is a medium-sized shield of hard metal. It can carry any heraldic device, but a hoofless horse is the most common. The *sticky shield* acts in every respect as a *shield +1*. However, in truth it is a much more powerful magical item.

When the shield-bearer's opponent gets a 1 on an attack roll, his or her weapon automatically becomes stuck to the shield. The weapon is torn from the hand grip without so much as a saving throw. If a magical weapon becomes stuck, the *sticky shield* becomes even more powerful. The magical bonus of the weapon is added to the shield's plus to defend its bearer. For example, if a *long sword +2* gets stuck to the *sticky shield*, the shield's magic increases to +3. The more magical weapons that stick, the better the shield bearer's armor class becomes. Up to four weapons can adhere to the shield.

The weapons only can be released after one hour or if the shield bearer speaks a command word. At that time, the shield loses all bonuses it acquired from holding magical weapons.

Thurbrand's Protector

XP Value: 5,000

GP Value: 25,000

DRAGON Magazine 89

Named for the fighter who found it in a dragon's hoard, this shield was later sold to King Osbrun of Chessagol, whose treasury and armory were looted six winters ago, some say by magic. The *protector* vanished in that theft, and its present whereabouts and owner are unknown. This is a plain, battered, kite-shaped shield made of bronze plates bolted to a sturdy wooden frame. It bears no makers-mark or inscription. It is magical, and has the following powers and abilities:

Any damage that pierces or parts the bronze plates, or cracks through or breaks the wooden frame, is magically *mended* overnight. Minor dents, scratches, and scars are not repaired. Manual repairs by a blacksmith or the bearer seem to have no effect on the shield.

The *protector* has all the powers of a *ring of protection +1*. In addition, whenever the bearer raps the wooden frame of the *protector* three times rapidly with a finger or knuckles, the shield radiates and maintains, through some unknown magical means, a 10-foot radius globe of air, cool and breezeless. This globe can withstand the pressures of deep water, *gusts of wind*, and the like without altering its shape or location, remaining centered upon the *protector*. Large, solid, immobile objects like stone walls cause the "air bubble" to flatten out along the wall or around the object. Creatures within the globe of air cannot drown, suffer harm from poisonous vapors, and the like. As many creatures can be protected by the globe as can fit into its area, usually 40 or so, or, if freedom to move and fight is required, 8 or 9 human-sized beings. The air supply can never be used up.

Most creatures are not physically constrained from entering or leaving the sphere. It seems to keep out only creatures who cannot breathe or move in air (such as living fish), and those who are gaseous in form (air elementals, vampires in gaseous form). The globe of air persists until the bearer again raps the wood frame three times; to be effective, rapping must be done on the inner side of the shield, directly on the frame, and the bearer must have the shield slung on the arm or strapped to the body.

Tortoise

XP Value: 500

GP Value: 5,000

DRAGON Magazine 179

This small daraq-style buckler emits a magical field that provides protection equal to a body shield, but it is only the size of a buckler. This enchanted daraq provides +1 protection against normal attacks and +2 protection against missile attacks.

Thillonrian Shield of Berserking

XP Value: 1,200

GP Value: 12,000

GREYHAWK Adventures

A prized magical item of fighters in the Thillonrian Peninsula (home of Frost, Ice, and Snow Barbarians), this shield gives a +2 bonus to the wielder's Armor Class. Its greatest benefit, however, appears during mass combat. When held by a commander, at least half of whose troops are barbarians, the command word can cause the shield to cast a spell of berserking on up to 200 warriors in the commander's troops. Those warriors gain a +2 bonus to their attack rating and never need to check morale. They also have a discipline rating of 0 and will not enter a closed formation.

White

XP Value: 7,000

GP Value: 65,000

IMAGINE Magazine 29

This is a white dragon scale carefully worked into a *shield +4*. It provides immunity from any attack that causes less than 10 points of damage, and grants a bonus of +4 to saving throws vs. cold-based attacks. Also, no dragon will attack the wielder of this shield except in self-defense (self-defense includes protecting its hoard or family).

Wood-Iron

XP Value: 500

GP Value: 2,500

DRAGON Magazine 197

These wooden shields have been given the properties of metallic armor through enchantment, thus eliminating all penalties for attacks and damage. They are also fireproof and unbreakable. The shields are effectively +1 for purposes of defense as well as being fireproof. These shields are invaluable on Athas, though they would no doubt be disdainfully sniffed at elsewhere. They give fighters good armor without cutting into Athas's woefully small supply of iron.

Yondalla's

XP Value: 2,000

GP Value: 12,000

Monster Mythology

The avatar's *shield* +3 reflects all *bolt* spells back at their caster.

Ship

"Ship" is a general term for large craft designed to carry cargo and passengers across great expanses of water or off into wilderness. For comparison's sake, boats can be carried on ships but ships cannot be carried on boats. (However, see also **Boat**.)

Earth and Sea
(Mudship)

XP Value: 12,000

GP Value: 60,000

DUNGEON Magazine 37

Created by powerful and possessive elemental beings of Earth and Water, only seven of these sorcerous crafts are known to exist. They bear the names *Faronos*, *Iquonabus*, *Miktyr*, *Ontonkolos*, *Tarjana*, *Ungulisar*, and *Uzrivoy*.

To pilot the craft, an individual must wear the *talisman of the mudship* (each talisman is named after the specific ship). This confers upon the individual knowledge of the ship's powers and limitations as well as the ability to command it.

Mudships can sail upon both land and sea, as well as underwater. The pilot of the craft is empowered to *breathe water*, but all others aboard must stay in the decktop cabin or the hold below unless they can *breathe water* by other means. The *mudship* is unaffected by weather conditions, is always 100% seaworthy, and saves vs. all attacks as an artifact. Its speeds are as follows:

- **On water:** 7/hour (14/hour emergency speed for one hour).
- **On land:** 4/hour (6/hour emergency speed for one hour).
- **Underwater:** 5/hour (7/hour emergency speed for one hour).

Consult the *DMG* for more information on the functions of normal seagoing ships. When a *mudship* is sailing on land, the ground appears to part at the ship's prow as does water. After the ship has passed, the earth appears undisturbed. A *mudship* must sail around obstacles (such as buildings) or land masses with inclines or declines greater than 45°, though it can pass through as much as 500 yards of solid earth and stone (including manmade structures) once per week. After using this ability, the craft must remain inactive for a full hour.

Frey's

XP Value: 6,000

GP Value: 30,000

Gods, Demigods, & Heroes

This boat was a gift from the dwarves (as was most of Frey's magical equipment). When in use, this ship can hold all of the gods and their horses. It can travel 60 feet per round on water or through the air. When not in use, it may be folded up into a 1 inch by 1 inch cube and placed in Frey's pocket.



Galley of the Gods

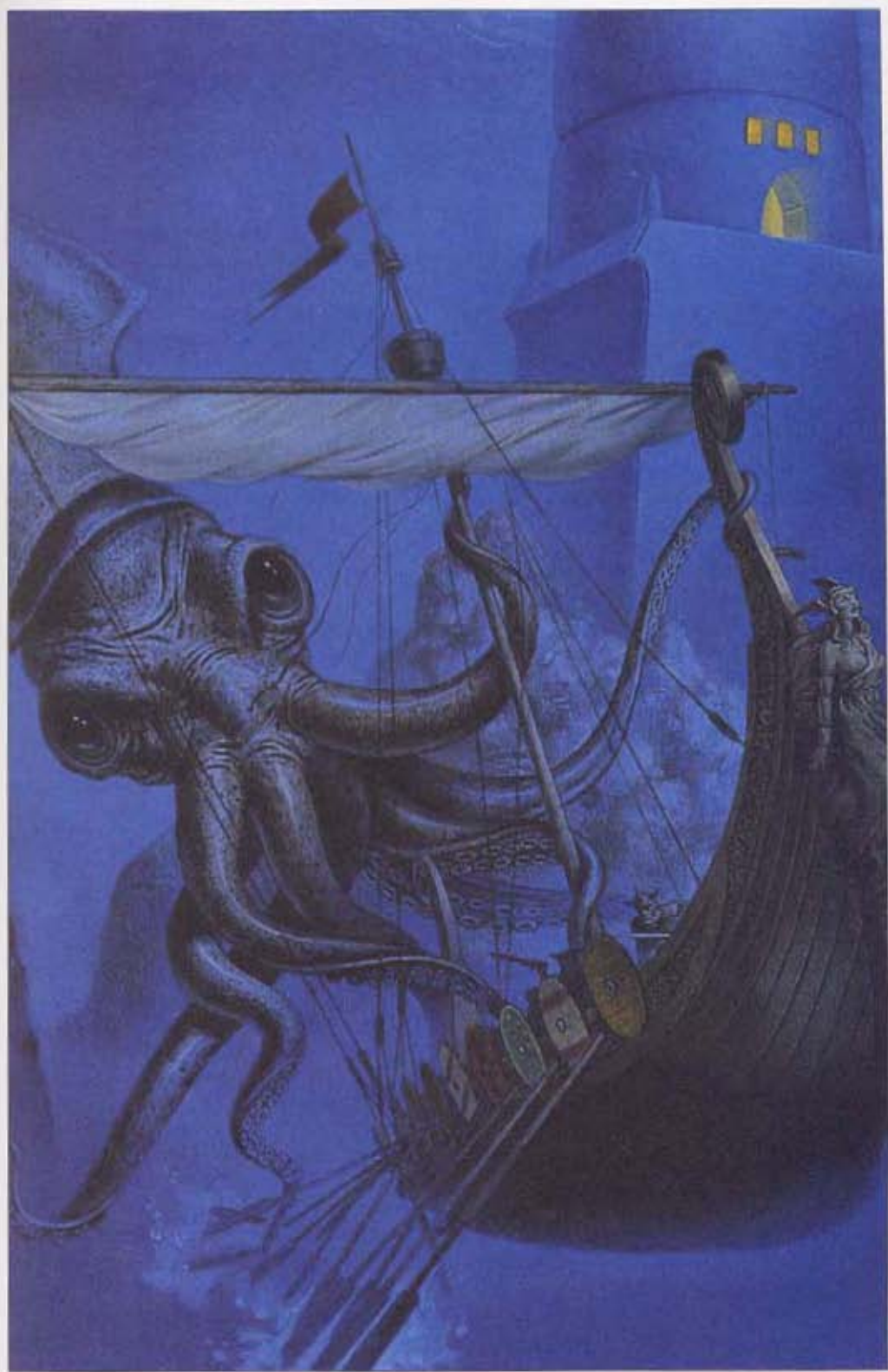
XP Value: 12,000

GP Value: 60,000

Old Empires

This ship was used by the people of Unther in several naval battles, most notably in the defeat of the Narfell Armada. It is said to have been constructed by a deity named Enki, though he has never been actively worshiped in the Realms. The galley is 200 feet long, 30 feet wide, and requires 150 oarsmen. It has a cargo capacity of 250 tons and can support up to 300 marines for an extended trip.

The ship has a 95% seaworthiness rating, and a movement of 15 mph when fully crewed (450 yards per round), or 25 mph at emergency speed (750 yards per round). In extreme emergencies, the ship can sprout dragon wings and lift off the water at emergency speed. The flight lasts a maximum of one turn. At least 120 oarsmen are required for the ship to fly.



The ship has a dragon prow with multiple heads chained together (the symbol of the ancient gods' victory over Tiamat). The prow is magical; it can shoot a 6d6 *lightning balls* (20-foot-diameter) up to 400 yards, once per turn. The *lightning balls* can be fired only when the prow is facing its target. Those caught in the area of effect can roll saving throws vs. spell; success means that the victim suffers only ½ damage.

The ship and those within it are immune to fire and lightning. The ship itself has a 35% magic resistance. In times of war it is armed with four ballistae (two on each side) and a rear catapult. The Lords of Unther have used this as a military and a cargo vessel.

Recently, this vessel has been stolen from its berth in Unthalass by pirates. It is believed to be hidden somewhere in the waters near the *Ship of the Gods*.

Halruan Skyship

XP Value: 8,000

GP Value: 40,000

The Shining South

The *Halruan skyships* are famed throughout the Shining South. Even Elminster has described such vessels in his writings. Skyships are not to be confused with ships capable of spelljamming, although it is known that one can be outfitted with a *spelljamming helm*.

The ships were originally invented in far off Netheril, by the ancestors of the Halruans. The Red Wizards of Thay have claimed the credit for the invention, but Halruans know the truth. A skyship is a sailing vessel, broad-beamed so as to be able to rest easily on the ground. Its material tends to be light and flexible, to give and flow with the wind. The standard ship of Halruaa has three masts of flexible wood, and two panels that can be swung out for steering and guidance.

While undamaged, the vessel can never be sunk beneath the sea, for the same power that holds the ship aloft affects the water that surrounds it. The ship's hull is studded with polished plates taken from the species of giant turtle found in the waters off the coast.

The ship is at the mercy of the winds. The leeward panels do allow some control, so that it can run before the wind and not be buffeted by them.

The control of the ship is tied to a special magical rod. This rod has three parts: a central shaft usually made of silver, and two hollow cylinders of gold, one over each end. The cylinders may be

moved toward the center of the rod, exposing the ends. One end dampens the *levitation* fields of the ship, the other augments it. This allows the ship to climb or dive, at a rate of 120 feet per round. The cylinders are usually carved so that one can tell the difference, even in the dark.

Obviously this is no safe and steady fighting platform, although wizards may cast spells from its deck. It is a large and clumsy target in aerial combat (Maneuverability Class E). It has a great degree of variability in speed and stability due to the chance of the wind and the turbulence created by other aerial bodies. Nonetheless, it is very effective in dropping solid missiles, flaming oil, or other things upon hostile forces. A skyship has its greatest buoyancy near the ground. At an altitude of 100 feet a standard skyship has a cargo displacement of 10 to 15 tons, a fraction of what a seagoing vessel can lift. This drops as the vessel climbs, until at 3,600 feet it can lift little more than its own weight, and that of the crew. A standard crew is 20 to 30 people. If the ship is operating with a short crew, it can carry a bit more cargo. Since the Walls of Halruaa are much higher than 3,600 feet, such ships can only leave Halruaa through one of the mountain passes, by sea, or via the High Aluar.

The control rod needs continual recharging, and the *levitation* spells on the ship itself must be renewed once per year. The rod can be recharged by the casting of *suspension* or *levitate* spells. The secret of renewing the ship is known only to the Council of Elders.

These ships are relatively common in Halruaa, but are rare anywhere else. Of all of their secrets, the wizards guard that of their skyships the most zealously.

of Pearl

XP Value: 70,000

GP Value: 700,000

The Minrothad Guilds

The keeper and his or her assistants can use the *pearl of power* to create a *ship of pearl*. The vessel is made in the following manner. Once each month the *pearl of power* is ritually bathed in the seawater of the grotto. When all the seawater but one drop has evaporated, the keeper captures that droplet in a vial made of a pearl fragment. This is repeated throughout the years until the vial is full of *sea dew*, a process that takes 100 years to complete. Meanwhile, a layer of pearl the width of one hand is chipped off each year and set aside for the future construction of the ship. More frag-

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ments can be collected if needed, but each in excess of the first reduces the pearl's power.

When enough fragments are collected, they are mortared together into the shape of a ship. The cement is made of ground mother-of-pearl with half the *sea dew* mixed into it. Finally, at the right moment of the year, the *ship of pearl* is anointed with the rest of the *sea dew*, and the magical craft is ready to be used.

The *ship of pearl* holds 10 elves. Obeying verbal commands, it travels on water to any place desired, moving 360 feet per round or 215 miles per day. The ride is smooth to those within the ship, regardless of wind, weather, or wave conditions. The ship can travel on fresh as well as salt water, and magically avoids navigation hazards such as islets and reefs. If such lies unavoidably between the ship and its destination, it stops short near the obstacle until told where to proceed.

Phaseship

XP Value: 3,000 **GP Value:** 18,000
Miles/Day: 70 **Hull Points:** 40-60
Feet/Round: 120 **Armor Class:** 8
Crew: 6 crewmen **Cargo Hold:** 1,000 pounds
Rowers: None **Artillery:** 2 ballistae
Marines: None **Ramming:** None
Special Ability: Phasing **Propulsion:** Magic

Into the Maelstrom

The *phaseship*, or *skysark*, has the approximate shape of a shark, with large fins at the rear and below, and a bent tube extending from the top. They average 40 to 60 feet long.

This vessel is able to phase out of the Prime Material Plane, thus becoming invisible to normal ships, and immune to normal physical contacts. The hull of the ship is permanently enchanted for that effect. It can remain in phase for six hours per day. The bane of these ships is the *warp wood* spell that destroys the ability to phase out (save vs. spell as thick wood). *Dispel magic* cast at the time the ship phases out cancels that ability for one round.

Special permanent *fly* spells cast on its bow enable the *skysark* to maneuver in the sky. Three metal plates with powerful *levitation* abilities are also located under the ship. This type of vessel is unable to maneuver in a liquid environment (unless *phased out*). *Dispel magic* cast on the bow would cause the vessel to drift for one round. The enchantments required to create such vessels are not available to PCs.

To attack, the *skysark* must phase back into the

Prime Material Plane. Round portholes open at the front, enabling two heavy ballistae to fire on enemy vessels. Treat them as catapults except that *javelin tips* are enchanted to explode when they hit a hard surface, inflicting 5d6 HP of damage.

The *skysark's* commander sits in a small turret fitted with a long narrow tube able to penetrate the Prime Material Plane while the ship is *phased out*. The commander uses it to observe potential victims without being spotted. Some commanders cast an *invisibility* spell on the tube. It may be retracted into the vessel.

The crews are easily recognizable with their black leather jackets, flat caps, and harsh Gammarian accent. Five crewmen are in charge of security on board, artillery pieces, and also control the ship's speed and direction. For this type of vessel, the standard crew is:

- One commander, 10th-level wizard
- Five crewmen (artillerist, sailors, marines)
- Up to five extra passengers or prisoners may huddle in the back of the ship, over and above the 1,000-pound capacity of the cargo hold.

Gammer has three squadrons of five *phaseships* each, called "shark-packs." Their usual tactic is to spot a target with a crystal ball and ambush it. They concentrate their fire on one ship for one or two rounds, and then *phase out* to withdraw, ignoring the battle result. It takes one full round to phase in or out. In heavy battle, shark-packs never capture ships or prisoners. Commanders usually blow up disabled *skysarks* to avoid their capture. Occasionally, a lonely "shark" on a spy mission may be encountered. They are known to attack isolated merchant vessels.

Ship-in-a-Bottle

XP Value: 6,000 **GP Value:** 30,000

DRAGON Magazine 194

To all appearances, this seems to be just another example of the sailor's hobby of building miniature vessels and sealing them into large glass bottles. As with most of its kind, this magical model is a highly detailed replica, so much so that one could almost believe that it was a real vessel shrunk by powerful magic. In fact, the magical *ship-in-a-bottle* is actually constructed in the same way as any other such model, but with expensive, enchanted construction materials. The impression that it is a really a shrunken ship is only strengthened when the item is used. At the moment it is smashed against a pier or seashore rock, the model expands to form a full-

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size version of the same ship in a single round; this can be anything from a two-man rowboat to a trireme war-galley or beyond.

Although the enlarged vessel radiates a mild aura of magic, it has no magical powers and behaves exactly as a normal ship. The ship is permanent, barring accidents of fate and the depredations of time, tide, and barnacles. It is equipped as the builder depicted it in miniature, with the exception of a crew. Any sculpted crew members in the miniature become human-sized sculptures on the decks of the full-size ship, forcing the user to provide living crew members to replace them. Although a normal model ship would probably be destroyed if thrown against a rock, the magic of this item protects the bottle's contents until the *ship-in-a-bottle* is fully enlarged. Thus, the boat is as seaworthy in fact as it was in appearance in the bottle.

Lest anyone think this an easy way to create a fleet, the costs of the special materials involved in the creation of this item are the same as those required to make the full-size ships (see *PHB*), and the wizard must perform all stages of the construction, meaning that he or she has to study the art of bottled ship building before crafting magical models (bottled ship building non-weapon proficiency: General, 1 slot, check vs. Dexterity at -2). Making a simple raft-in-a-bottle can take the wizard as much as a month, while a multi-deck galleon would certainly involve almost

a year's effort; time enough for a shipyard to produce a small fleet.

Ship's Nest

See Nest

Ship's Wheel of Maneuverability

XP Value	GP Value
E: 1,000	10,000
D: 2,000	20,000
C: 4,000	40,000
B: 8,000	80,000
G (cursed): —	2,000

War Captain's Companion

When used on a ship that does not have a magical *helm*, this device gives the ship a greater MC. A ship cannot be helped by this item if its MC is already equal to or greater than that of the available wheel. The table under XP/GP values details the different types of *ships' wheels of maneuverability*, by MC, that are most commonly available.

Shirt

A shirt is a general purpose garment that covers the top half of the body. It usually has sleeves. Generally, the more comfortable a shirt's material, the higher the price. Please note that the magical possibilities listed in the **Cloak and Robe** entries can also apply to shirts.

Roll	Shirt Type
01-13	Apron (see Apron)
14-25	Bilaud
26-38	Chainse
39-50	Chemise
51-63	Dishdashah
64-75	Doublet
76-88	Shirt
89-00	Tunic (see Tunic)

War

XP Value	GP Value
AC 1: 5,000	50,000
AC 2: 4,000	40,000
AC 3: 3,500	35,000
AC 4: 3,000	30,000
AC 5: 2,500	25,000
AC 6: 2,000	20,000

DUNGEON Magazine 32

These shirts are more like vests, made from the skins of mountain sheep and are decorated with

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beads and horseshair. A *war shirt* gives a Rover immunity to all forms of magical *fear* and also confers protection of AC 1 to 6. A *war shirt* is effectively weightless for combat purposes.

Shoe

A shoe is a sturdy article that completely encloses the foot. Any footwear that reaches above the ankle, however, is more accurately called a boot. A good shoe has a sturdy sole and stiff uppers that protect and support the ankles in all but the roughest terrain.

Roll	Shoe Type
01-25	Boot
26-50	Sandal
51-75	Shoe
76-00	Slipper

of Fharlanghn

XP Value: 2,000 **GP Value:** 20,000

The Land Beyond the Magic Mirror

These low, thick-soled shoes are so durable and tough, they never wear out. Better still, the individual wearing this footwear never grows fatigued from walking, and is able to maintain a 20-30 mile per day pace easily. If the wearer is of neutral or neutral good alignment, the following additional benefits are gained:

- The wearer never trips, steps into a snare or pit, nor becomes entangled.
- The dweller of the shoes enables the wearer to climb up or down hills, even those with a 45° slope, without effort.
- The wearer becomes so surefooted as to be able to walk along narrow ledges or slippery logs without fear of a slip or like mishap.

Should the wearer actually be a worshiper of Fharlanghn, then he or she gains these additional benefits:

- Becoming lost is impossible for the wearer.
- Nothing walking on the earth can surprise the wearer.
- The wearer can run at 18 Movement Rate and jump horizontal distances of up to 20 feet.
- Climbing vertical surfaces is done as if the wearer were a 10th-level thief.
- Wherever there is earth (including dust, sand, or mud), the wearer can tread as if he or she were on smooth roadway.

Hefiz's Superb Shiny

XP Value: — **GP Value:** 1,000

POLYHEDRON Newsline 82

These shoes are shiny shoes or soft leather boots; they come in all humanoid sizes. They usually are black and seem to be ideal shoes for *moving silently*. Also known as *clown's shoes of Hefiz*, these cursed items were created to plague thieves and cutthroats. No magic radiates from the shoes, but they have a peculiar curse, and are often returned to be sold in markets or shops after the owner discovers their true nature.

When first worn by a living being, the shoes transform themselves into a pair of shiny, noisy, gleaming shoes—2 feet long. Perhaps worst of all, they shine brightly in the dark. While wearing these shoes, it is impossible to run, leap, spring, walk silently, hide in shadows, be invisible, or tightrope walk. To remove these obnoxious shoes, a *dispel magic*, or *remove curse* spell must be used. The shoes can be peeled off if 20 points of damage are done to them. If the latter method is used, 20 points of damage (probably self-inflicted) are also inflicted upon the wearer. This process renders the victim's feet rather tender. Until all the damage is healed, the victim's movement is reduced to 1 and Dexterity is reduced by $\frac{1}{2}$.

After being removed and abandoned by their possessor, the shoes transform back into their appealing appearance of magnificent shiny shoes, or superb soft boots.

Iron Shoe of Vidar

XP Value: 4,000 **GP Value:** 20,000

Gods, Demigods, & Heroes

Vidar cannot be toppled when wearing this shoe, for it holds him firm to the earth in those emergencies. Likewise any object or person Vidar steps upon are trapped beneath the shoe. In mythology, Vidar slew the Fenris wolf by placing his ironbound foot upon the jaw of Fenris and at the same time lifting upwards with all of his strength upon the upper extremities of the wolf thus ripping Fenris asunder.

Sandals of Speed

XP Value: 2,500 **GP Value:** 20,000

Maztica Campaign Set

These stout leather sandals increase the wearer's speed to 18 base movement rate. Unlike *boots of speed*, they convey no AC benefit to the wearer; however, neither do they require any special

period of rest. A character can cover vast distances, jogging along for 16 hours a day.

of White Bronze

XP Value: 1,000 **GP Value:** 5,000

Tall Tales of the Wee Folk

Famed as cobblers, the leprechauns manufacture this enchanted footwear, which magically adjust to the size of a foot small as a leprechaun's or large as a storm giant's. Wearing these shoes, one can walk on water as easily as on land.

Woodland

XP Value: 750 **GP Value:** 2,500

POLYHEDRON Newszine 47

When these soft, brown shoes are worn, the wearer's lower body is transformed into that of a medium war horse, but his or her upper body remains unchanged—in effect transforming the character into a centaur. In this form, the character can cover 40 miles of normal terrain, 20 miles of rugged terrain, or 5 miles of very rugged terrain per day. He or she can also carry a passenger. When the transformation occurs, the shoes change into metal bands on each of the character's hooves. If the bands are removed, the transformation is reversed and the bands turn into shoes again.

Shot

Shot is enchanted ammunition used by spelljamming ships' range weapons. Shot or "mage shot" usually disperses harmlessly, if the fired shot misses.

Elmarin Cannon Call

XP Value: 300 **GP Value:** 3,000

Realmspace

These items are not necessarily magical. Whenever a cannon ball is made, there is a 1 in 10,000 chance that it resonates at a particular tone that attracts elmarin. Unfortunately, *elmarin cannon calls* are a onetime shot. When used once, they are damaged and will never ring that specific tone again. The magical *elmarin cannon calls* can be used again and again. When they hit, they ring for 2d8 turns, which attracts 1d10 elmarin within 2d12 rounds. The cannon shot must hit its target in order to ring. The ringing is out of the hearing range of all humans, elves, and other humanoids. If recovered, this shot can be used by the attacked ship against a future enemy. See the SPELLJAMMER boxed set for information regarding the elmarin.

Mage

XP Value	GP Value
Dust: 100	950
Ring: 100	950
Snow: 90	850

War Captain's Companion

Mage shot is the common name for unusual enchanted accelerator, bombard, catapult, or jet-tison ammunition. *Mage shot* that misses dissipates harmlessly.

Dust shot causes an incredible number of fine white particles to spread throughout the air envelope of the ship. It causes all attack die rolls from the ship to be penalized by -4. During that time, all attacks against the ship are made at a -2 penalty (except *helmseeker* weapons), since the powdery material blocks complete view of the ship within. This dust is not flammable, and magically dissipates in 1d4 rounds.

Ring shot causes any ship constructed in part or wholly of metal to ring for 1d4 rounds. At the start of the ringing, every crew member must roll a saving throw vs. spell or be incapacitated with agony one round longer than the ringing.

Snow-shot causes a large snow storm, with clouds above the gravity plane forming above and below the ship. The snow is so fierce and frigid, it causes 1d4 points of damage to all on the exposed decks (save vs. spell for half damage), unless winter clothing is worn. The snow storm lasts for 2d4 rounds, during which time the target ship is obscured, and the snow immediately dissipates at the end of the last round. When the snow disappears it leaves behind a water damaged vessel (1d2 hull points).

Mage II

XP Value	GP Value
Mage: Varied	Varied
Shatter: 80	750
Skunk: 50	450
Termite: 70	630

DRAGON Magazine 159

Mage shot is a generic term used for a number of magical weapons found in Realmspace. The term refers to ceramic catapult shot, either enchanted or filled with potions. All *mage shot* is weighted for a light catapult, and only one shot can be fired at a time.

Mage shot can be filled with any potion that has external effects, such as *oil of impact* or *oil of fiery burning*. Some *mage shots*' contents are

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new and do not conform to any of the known magical oils. A few of the more common missiles are described below. The cost of *mage shot* depends upon the potion it holds. The light ceramic of the *mage shot* is quite strong and does not shatter while in storage or while rolling loose on deck. Only high-speed impact with a target causes the shot to break open, releasing its magical contents. Note that giants, with their missile-throwing abilities, are strong enough to use *mage shot* effectively.

Shatter shot is a variant of *mage shot* filled with a mixture that causes an explosion upon impact. The fluid expands rapidly when it comes into contact with air, and it blows the stone apart when it hits. Persons within 30 feet of the impact area take 1d12 points of damage from shrapnel. If a *shatter shot* hits a ship's hull, it causes 1d2 hull points damage.

Skunk shot is a catapult stone filled with a liquid that evaporates quickly in open air; the thick green liquid combines with the air in a ship's atmospheric envelope and generates a greenish, billowing fog. The fog expands to a 20-foot-radius cloud centered on the point of impact, duplicating the effects of a *stinking cloud* on crew members within its confines, and obscures normal vision within the cloud. This malodorous fog dissipates in 2d4 rounds, but its stench lingers for an additional 2d12 rounds. If the optional morale rules are used, the effect of *skunk shot* weakens the morale and fighting spirit of the crew by -2. In addition, the cloud mingles with the atmospheric envelope of the ship, reducing fresh air in the atmosphere by one week's supply and possibly causing premature fouling of the atmosphere. *Skunk shot* does not deplete the quality of air in an atmosphere envelope if the envelope is already fouled.

Termite shot is a magical catapult stone that releases a brown, molasseslike syrup upon impact. The syrup immediately bubbles and spreads out over a 1d6+4-foot-diameter area, eating away at the wood of the target ship—this substance dissolves and weakens the wood, each successful hit causing 1d4 hull points damage per round for 1d3 rounds. No known substance stops this effect, but *dispel magic* halts its progress after one round. It is rumored that wizards are working on a variant of termite shot that is equally effective on the rock and ceramic ships of the illithids and the neogi. The research

process goes slowly, as the blood of purple worms and umber hulks cannot be found without great risk.

Mage III

XP Value	GP Value
Warp: 90	850
Shrapnel: 200	1,500

Realmspace

This magical shot is used in catapults and jettisons. There are several different types of shot; below we list only two.

Warp Shot: This ceramic shot is filled with a liquid that easily warps the wood of an enemy ship, causing 1 hull point of damage per shot. Any ship struck must roll a saving throw vs. fire or be rendered unsafe to float in water.

Shrapnel Shot: This shot is very rare. When fired at an enemy ship, it explodes on contact, sending razor-sharp, red-hot splinters of metal shavings throughout a 50-foot-radius. All within range suffer 3d4 points of damage, as well as one additional point per five of the original damage per round, until wounds are bound. Anyone facing the shrapnel shot when it hits must roll a saving throw vs. spell for each eye, or be blinded.

Shovel

A magical shovel is identical to most ordinary shovels, having a 4-foot-long wooden handle and a metal blade.

of Animation

XP Value: 400	GP Value: 4,200
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The Book of Marvelous Magic

This shovel seems to be a *shovel of digging* in all respects. However, it can also animate a human or demihuman body within 30 feet on command (as an *animate dead* spell), producing an animated skeleton or zombie that obeys the user of the shovel. It can animate one body per 24 hours but only in moonlight. If the shovel is damaged in the least, all undead animated by it are instantly slain.

of Digging

XP Value	GP Value
Cursed: —	1,000
Normal: 600	3,600

The Book of Marvelous Magic

On command, this shovel digs by itself. It can affect only soil or sand, not solid stone. It digs 1 cubic foot per round. If commanded to refill a

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hole it has already dug, it uses the same soil and fills the hole in only six rounds, regardless of the size of the hole. The shovel functions three times per day for up to one hour per use.

A *cursed shovel of digging* functions as a *shovel of gravedigging* and forces its owner awake whenever struck by moonlight. It guides its user to the nearest graveyard, making the user wait while it unearths a grave. It then guides the user home (if still alive) or buries the unfortunate wretch (if slain). The curse erases all memory of the excursion, and the user might thus be unaware of any nocturnal activities. A *remove curse* spell from a caster of 26th level or higher removes this side effect, and the normal *shovel of digging* remains.

of Gravedigging

XP Value: 500

GP Value: 3,000

The Book of Marvelous Magic

This shovel appears to be and functions as a *shovel of digging* in all respects. However, it constantly emits a soundless call to undead; any such creatures within 120 feet of the shovel hear and come to it, attacking anyone touching or using the shovel and all others within 30 feet of it. The undead want the shovel, and depart if allowed to take it. They will keep it with them after that.

of Internment

XP Value: 400

GP Value: 2,400

The Book of Marvelous Magic

This shovel seems to be a *shovel of digging* in all respects, but after digging its hole, it forces the person using it to jump into the hole (no saving throw). The shovel then paralyzes its victim (again, no saving throw) and starts refilling the hole immediately and completely. If a *remove curse* is cast on the shovel before it finishes, it becomes nonmagical and stops. The curse cannot be removed before the shovel begins filling the hole or after it finishes except with a *wish*. The paralysis is permanent unless removed with a *wish* or *remove curse*. Any interred victim suffocates in 1d4+2 rounds unless able to survive without air.

Spade of Colossal Excavation

XP Value: 1,000

GP Value: 6,500

DUNGEON MASTER Guide

This digging tool is 8 feet long with a spadelike

blade 2 feet wide and 3 feet long. Any fighter with 18 Strength can use this magical shovel to dig great holes. One cubic yard of normal earth can be excavated in one round. After 10 rounds of digging, the user must rest for five rounds. Hard packed clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

In a SPELLJAMMER Campaign: If used against ships made of earth or soil (not stone), the spade inflicts 1d4 hull points of damage each round.

Shurikin

See Throwing Stars

Sickle

A sickle is a farm tool consisting of a crescent-shaped blade mounted on a short handle. It is used for cutting weeds, grass, and grains. Peasants and adventurers who have no weapons are forced to make do with whatever they find. Many resort to this common farm tool. Druids favor the sickle, and golden sickles are used to harvest mistletoe as a component for druidic spells.

Roll	Sickle Type
01-17	Gouge
18-33	Battle Scythe
34-50	Kama
51-67	Kusari-gama
68-83	Scythe
84-00	Sickle

Ahto's

XP Value: 4,000

GP Value: 25,000

DEITIES & DEMIGODS Cyclopedia

Ahto's avatar fights with a sickle +5 that causes 2d10 points of damage per strike.

Black

XP Value: 1,000

GP Value: 10,000

Moonshae

The *black sickle*, also known as the *Blightbringer* is an arcane device of potent evil. When it strikes a plant, that plant and all others within a 30-foot-radius immediately wither and die. Animated plant-type creatures, such as treants, shambling mounds, and mobile fungi, receive a saving throw vs. spell to avoid the effect. Even if the save is successful, however, the animated plant must remove itself from the area of the blight as quickly as possible.

In addition to the special effects listed, a magi-



cal sickle can be used as a magical weapon: +2 to hit and inflicting 1d4+2 points of damage to all sizes of victims.

Cronus's

XP Value: 6,000 GP Value: 30,000

Legends & Lore

Cronus's *adamantite sickle* cuts through any material it touches, effectively lowering his opponents' AC to a maximum of 5 (unless due strictly to Dexterity). Beings hit by the sickle must save vs. death magic or lose whatever appendage the sickle hit (DMs should determine this randomly or by decree based on the situation).

Gaea's Black

XP Value: 4,500 GP Value: 27,500

Legends & Lore

Gaea's avatar wields a black sickle that forces all those hit by it to save vs. death magic or be instantly slain.

Golden

XP Value: 600 GP Value: 6,000

Moonshae

A *golden sickle* contains 2d6 charges when found. It has two abilities:

Without expending a charge, the *golden sickle* allows the user to *pass without trace*, exactly as the druid spell of the same name. This does

require the user to concentrate.

By expending a charge, the user can employ the *plant door* spell to open a pathway through tangled or solid plant growth. Unlike the normal spell, however, the *plant door* spell from the sickle always lasts one turn, and the path can be used by anyone. It can be up to 120 feet long.

In addition to the special effects listed, a magical sickle can be used as a magical weapon: +2 on attack rolls and inflicts 1d4+2 points of damage to all sizes of victims.

of the Harvest

XP Value: 1,300 GP Value: 13,000

DRAGON Magazine 187

The *sickle of the harvest* is a +2 weapon and has a limited dancing ability, functioning as a *dancing sword*, except that it dances for only two rounds and retains its +2 bonus for both. It is a +4 weapon against all plant creatures of nonneutral alignment.

The real power of this sickle is as a harvesting tool. When given a command word, it animates and flies through the air, harvesting edible plants in the area designated by a druid's mental command. For example, it can harvest one-half acre of corn or wheat per turn, continuing to do so indefinitely unless it is willed to stop, completes its task, moves a mile away from the druid who commands it, or is physically or magically attacked. In any of these cases, the sickle immediately returns to the druid's hand, arriving within one round unless physically obstructed or destroyed. To obstruct it physically requires that it be completely enclosed in an object of stone or metal; it slips free of any living grasp and hacks its way through 3 inches of wood in one round.

The commands given to the sickle by its wielder can be general ("Cut down every stalk of grain and every piece of ripe fruit within one-half mile of here"), or specific ("Cut only ripe blackberries the size of the ball of my thumb or larger, and always leave half the blackberries on every bush").

This item is usually created by high-level druids to reward beneficial services performed by lesser members of the circle. To possess one is a symbol of status among other druids.

of Lycanthropy

XP Value: 1,200 GP Value: 6,000

PRINCE OF LANKHMAR

These horrible weapons give the attacker a +2 bonus to attack and damage rolls. The weapons

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are identical to the tools used during harvest time in the grain fields of Lankmar. The steel used in their construction is a soft, gray color. The tempered steel is very resistant to rust and repels stains well. It is said that even after being pulled from a newly created wound, the blood drips completely off the sickle's blade.

When this weapon is used by a character of alignment, such as a worshiper of the rat god, an attack roll of a natural 20 causes the target to fall prey to *lycanthropy*. A saving throw vs. polymorph is allowed to avoid the effect. The form of *lycanthropy* that is incurred is wereratism.

The *sickle of lycanthropy* causes a base 1d4+1 points of damage to small- and medium-sized creatures, while causing 1d4 points of damage to larger targets. The rat god priests, the ones who are the exclusive users of these weapons, boast that they do not function in the hands of other humans. This statement, however, is a half-truth. The weapon does work normally, but if the alignment of the user does not mesh with the chaotic evil nature of the rat god, a critical miss of any kind (an attack roll of an unmodified 1) causes the weapon to strike its user for double damage. The wielder also is cursed with wererat *lycanthropy*. No saving throw is allowed when this occurs.

This curse is permanent, but it can be dispelled by a *wish*. Another way to dispel the disease is to cast a *remove curse* upon the character. The spell allows the character to roll a saving throw vs. polymorph. If the save is successful, the *lycanthropy* is broken and does not affect the character again. Unless, of course the PC is infected by the disease again.

Scythe of Pain

XP Value: 5,000 GP Value: 35,000

Kara-Tur

The *Diamond or Rainbow Warrior*, detailed under the **Crystal Warriors** entry, carries the famous *Scythe of pain* +5 that immobilizes its target for 1d3 turns with wracking pain unless a saving throw vs. spell is made.

Skates of the Roller Hoopers

XP Value: 3,000 GP Value: 15,000

DRAGON Magazine 134

Any character wearing these skates can move at a rate of 24 over any surface (water, mud, stairs going down)—even over walls or ceilings. When doing so, a strange, soft sound may be heard—

one that resembles the purring of a giant cat (the whirring of the skates).

Skull

The skull is the bony structure that encases and protects the brain and most sensing organs. Many cultures use skulls to frighten enemies from sacred grounds, while others use the bones in mystical ceremonies.



Ebon

XP Value: 6,500

GP Value: 37,500

Iuz the Evil

This sinister, black humanoid skull, bearing glinting rubies in its eye sockets, is a potent magical item, which even Iuz has forgotten how to craft. Only three are known to be in existence at this time. Priests or wizards possessing such a skull have a considerable wealth of powers granted to them.

The holder of an *ebon skull* can animate dead three times per day and create a *bonechain*, even without prepared bones, of up to 16 skeletons once a day. No form of *darkness* spell can affect the owner, who is likewise immune to cold-based attacks and energy drains. Spells cast at the owner that directly impair physical ability scores, such as *ray of enfeeblement*, are negated. *Magic jar* spells and no illusion or phantasm spells of 3rd-level or below affect the skull owner. Worse still, a priestly owner of an *ebon skull* may turn good-aligned priests as if they

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were paladins of the same level. Finally, once a day, the skull owner can conjure a drifting cloud of chilling black mist with an area of effect and movement equivalent to a *cloudkill*. The cloud inflicts 6d4 points of damage on any creature caught within it. After two rounds of continuous exposure, any creature trapped must also make a saving throw vs. paralysis or be unable to move for 1d10 rounds.

Mezin's

XP Value: 2,400

GP Value: 12,000

Kara-Tur

Mezin was the first high king of the Issacortae, slain in battle against the Wu-haltai and buried beneath a cairn built upon the battlefield. A band of Wu-haltans subsequently raided the grave, intending to carry home the head of the Issacort high king as a war trophy. Not long after, their village was annihilated by Bakemono brigands, who carried off the skull (which had already gained some infamy; in fact, most bad luck in the region was blamed upon it). The Bakemono were subsequently slain in battle with the Tayanulchi, and the skull was lost. It has since been reported on a number of occasions—once in the hands of a hobgoblin shaman, again among the curiosities of a traveling Pazruk wu jen, and still later in the possession of a party of oni. Its present location is unknown, but a number of respected shamans have asserted that it rests somewhere in the Palace of Balinaikal.

The appearance of the skull is well known. It is human, of course, blackened by grime and soot and age. Firmly lodged in the right temple is a broad, iron arrowhead.

The skull is not intrinsically magical, nor does it radiate magic. However, it does have two special properties. First, attached to the skull is a kwei with 6 HD, lawful neutral alignment, and special powers of *mass suggestion* (at will) and, once every five years, *ancient curse*. The duty of the kwei is to see that the skull is always accorded proper respect, as befits the high king. If someone is disrespectful to the power of the skull or Mezin's name, the kwei attempts to punish that person until appropriate appeasement is made. Second, because of its history, the skull has acquired an *aura* of ill fortune. If held by a non-Issacortae, the owner and all associates suffer a -1 penalty to all actions. The guilt is associative to all who might be culpable in the illegal possession of the skull. Thus, if a chieftain or a shaman has claimed it, that person and all who serve the

owner are affected.

Some shamans believe value of the skull lies in some unknown, powerful magic; but this has not been substantiated. Certainly possession of the skull is a significant moral and morale advantage in the Northlands. An Issacortae clan that had it would gain great honor, a rival nation would bring great dishonor to the Issacortae. This in itself is incentive to claim the skull.

Singing

XP Value: 2,000

GP Value: 20,000

The Complete Wizard's Handbook

This item resembles a small human skull, about 3 inches in diameter, made of ivory. Once a day, the owner can command the skull to sing. The *singing skull* sings eerie, depressing dirges for one hour (or less, if ordered by the skull's owner). All those within 50 feet of the *singing skull* must make a successful saving throw vs. spell or suffer the effects of a *fear* spell. The owner of the *singing skull* is immune to its effects.

Spirit

XP Value: 1,200

GP Value: 12,000

DRAGON Magazine 189

This item, of limited value to travelers and none to civilized people, is quite valuable to tribal wizards and witch doctors. A *spirit skull* must be hung in a tent or tree for one week prior to its use. After that, the skull has taught itself about its new environment and established a range of 1,000 feet in diameter. It then provides the following benefits:

1. The skull may be consulted as a sage whose field of study is the surrounding region. For instance, if hung in a jungle village, the skull will have fields of study in jungle fauna and flora, the history of any ruins or cities, and geographic features—everything within its range. It can tell the owner where to find a certain medical plant or spell component, what the weather will be like, and where a lost ring might be found. The sage function may be consulted three times a day: once at dawn, once at noon, and once at dusk.
2. The skull serves as a warning system. During the week of conditioning, the skull makes note of all intelligent creatures residing in the area, plus all unintelligent creatures with more than 3 HD. Thereafter, any new such creature that enters the skull's range causes the skull to keen. This sound is audible only to savage wizards and is not loud enough to awaken one

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from a sound sleep. Should such a creature come within 100 feet of the village, the skull wails. This sound wakes a savage wizard.

3. The skull may be used to cast any *detect* spell upon a being or device brought before it. The skull may cast *detect magic*, *detect evil*, *detect charm*, *detect lie*, *detect scrying*, and *detect poison*, once each per day, on command. To the uninitiated, the *spirit skull* is simply the skull of a large animal, painted with strange symbols and bedecked with tufts of hair, leather, and teeth. If *detect magic* is used, it shows strong evocation magic. A savage wizard will recognize it for what it is at once, on sight.

Talking

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 82

A *talking skull* looks like a small human skull carved from ivory or polished bone. When not in use, its jaws are always open as though it is waiting to feed. When activated, the skull functions as a *speak with dead* spell cast by a 12th-level priest. To use the skull, a character must place a bit of a corpse's bone (no more than one year deceased) into the skull's mouth. Once this is done, the skull chews the bone, destroying it. This process takes one round. When the skull finishes chewing, the owner can ask it up to four questions within a turn. The skull answers in the voice of the deceased. This item can be used once per day, but a specific spirit can be contacted only once a week.

If a character tries to speak with the same spirit twice within a week, the skull chews the bone, but then violently spits out bone fragments doing 2d4 points of damage (save for half damage) to anyone within a cone 5 feet long and 5 feet wide. For a week after this incident the skull cannot function. This behavior also occurs if the skull is fed a bone from a corpse more than a year old or from a non-sentient (animal intelligence or less) being. The skull radiates strong necromantic magic, but displays no alignment. It is usable only by priests.

Slate of Identification

XP Value: 1,000

GP Value: 10,000

DUNGEONS & DRAGONS Rules Cyclopedia

This valuable device, usable only by spellcasters, can identify most magical items. It is a piece of slate (stone) held firmly in an ornate wooden frame, usually about 3 feet square (though slates of many sizes are possible, both larger and

smaller). The user holds the slate horizontally and places a magical item upon it. When the item is lifted off, the name of the item appears on the slate. If an item has command words, one appears on the slate with each identification. The slate will only repeat itself when all the command words have been revealed.

The slate is easily fooled by cursed items, however. And it cannot detect an item's number of charges or special abilities. A *potion of poison* will be mistakenly identified as some other type. Any cursed item will be identified as a normal item. (These guidelines should be strictly followed, lest the mystery of such items found be ruined.)

The slate may expend up to 10 charges per day; items identified require the following numbers of charges per use.

Temporary Magical Items	Charges
Potion	2
Missile	3
Wand	4
Staff	5

Permanent Magical Items	Charges
Any permanent magical weapon	6
Armor or shield	7
Ring or rod	8
Minor miscellaneous item*	10
Major miscellaneous item*	Special

*The DM's judgment should be exercised regarding the value and frequency of such items in the campaign. A "major" item might be identifiable, but only by making the slate useless for 1d4 days.

Sledge

The sledge is a large sled with runners along the bottom that allow the craft to be pulled by a team of dogs, horses, or some other creature. Usually sledges are used to haul cargo or a large number of passengers.

Joukahainen's Golden

XP Value: 7,000

GP Value: 30,000

Gods, Demigods, & Heroes

Joukahainen's golden sledge is pulled by an eerie reddish brown horse. This horse moves (pulling the sledge) at a rate of 20 and it attacks as any other heavy war horse does but with one addition—it can breathe fire as a 7-HD Hellhound. Joukahainen's avatar has one other steed that can pull the sledge at a movement rate of 18.

Vainamoinen's**XP Value:** 4,000**GP Value:** 20,000

Gods, Demigods, & Heroes

Customarily, people travel throughout Lapland with horse and sledge (sleigh). Vainamoinen's horse travels at a movement rate of 24 with sledge in tow and it can walk upon water. This horse will bear any load up to 300 pounds.

Sleeping Bag of Armor Nullification

XP Value: 1,000**GP Value:** 5,000

DRAGON Magazine 181

The *sleeping bag of armor nullification* is a good substitute for the various kinds of armor in which one can sleep. The powerful magic of this bag enables anyone wearing any suit of armor of any type to sleep in it as though he or she were unarmored. As with the special types of armor, this enables adventurers camping out in the wilderness to avoid being attacked in the middle of the night before they can don their armor. The only problem is that if the enemy attacks before the character can get out of the bag, the PC is AC 10, as the bag totally nullifies any armor in it. In some circles, this is considered a borderline cursed item.

Sling

This sling is a weapon has existed since the beginning of recorded history. The basic sling consists of a leather or fabric strap with a pouch for a stone missile. The sling is held by both ends of the strap and twirled above the user's head. When it reaches optimum speed, the missile is launched by releasing one of the strap's ends. The sling is a cheap and simple weapon, but it takes great skill to use one accurately.

Roll	Sling Type
01-17	Bola
18-33	Dejala
34-50	Fustibalus
51-67	Garnok
68-83	Sling
84-00	Staff-Sling

Blacksling**XP Value:** 20,000**GP Value:** 90,000

The Five Shires

This rare and powerful weapon is a light, wispy black sling, easily concealed amid or beneath clothing. Operating as a *sling* +3 (no damage bonus), these devices feel slippery. They are hard to snatch

or steal (add 2 points to all ability checks involved) and cannot be used to tie things or creatures.

Use of a *blacksling* enables nonmagical projectiles to strike targets that can normally be hit only by magical weapons. The sling's THAC0 bonus is added to any bonus possessed by magical projectiles.

A *blacksling* has an attached extradimensional space accessible only within the active radius of blackflame. This arsenal can hold up to 1d10+10 objects of any sort. The objects are restricted to a maximum size (each) of a halfling's fist. Nothing can be added to the arsenal, which is attached to the central cup of the sling, except in the presence of *blackflame*. Missiles and other objects placed in the arsenal, such as keys, coins, or gems, can be called out of the arsenal at any time by grasping the sling and whispering a secret command word. Only one object will appear from the arsenal each round, in the center of the sling. Objects appearing are chosen randomly from the arsenal's contents, the wielder of the sling cannot choose to have a key appear out of an arsenal full of sling stones, except by luck.

Objects in a *blacksling's* arsenal cannot be reached, detected by, or harmed by others. Physical destruction of the sling does cause the loss of the arsenal of objects into another random plane. A *blacksling* saves vs. fire and magical attacks at +3, and can suffer 14 points of physical damage before being destroyed.

Many hin have devised glass globes filled with powder to irritate, blind, or mark targets. Globes are also often filled with oils or smokepowders. Objects in a *blacksling's* arsenal cannot be struck or otherwise broken, damaged, or stolen.

Bolas of Sunlight**XP Value:** 15**GP Value:** 150

DRAGON Magazine 155

These items were originally developed by the Cestian warriors to protect themselves against the night dragons of Oceania. Each bola consists of three small jars attached at the ends of three 4-foot-long cords. The other ends of the cords are knotted together. Each jar contains a different substance (about one pint per jar). The two first jars contain two volatile substances that, when mixed, produce a blinding flash. The third jar contains a glowing adhesive that retains its properties for 1d6 rounds after being exposed to the air.

A Cestian warrior holds the center knot of the cords and carefully whirls the triple bola until the proper throwing speed is attained, this produces a

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characteristic whizzing sound. The bola is then released. The impact against any target is sufficient to break the jars and mix their contents. The *bolas of sunlight* require a full round of preparation and a clear space of at least 5-foot radius around the thrower. The weapon causes no physical damage, but it has a chance of entangling a human-size target or catching the wings of a very small dragon. Hurling this type of bola requires special skill on the part of the warrior and a minimum Strength of 16. An untrained user has a 75% chance of either breaking the jars or being trapped in the cords, and he or she would attack with a -5 penalty on attack rolls.

The flash of light causes temporary *blindness* for 1d4 rounds. A successful save vs. paralysis prevents the target from being blinded (save at -5 during the night or in darkness). The flash of light is particularly suitable against creatures of darkness, such as shadows or night dragons (against night dragons, the flash causes 3d6 points of damage). The adhesive substance has the effect of revealing invisible or otherwise hard-to-see targets but causes no damage. The substances used in the bolas are extracted from various plants growing on the Isle of Cestia and are not magical. The bolas do not work underwater, and they cannot be used at less than the ranges indicated in the table below (in other words, *bolas of sunlight* can be used only at medium or long range).

Ranges

S	M	L	Skill Level
—	60	90	Nonproficient User
—	50	120	Proficient User
—	40	150	Specialist User

Finniginn's

XP Value: 400

GP Value: 3,200

DRAGON QUEST Game

Long ago, a halfling named Finniginn hired a leather worker to help him make a special sling. It was enchanted with the help of a wandering wizard, and became a special, magical weapon highly prized by all halflings. Finniginn's sling gives its owner a +1 bonus to all attack and damage rolls. This is a small weapon. Slings can be used only in ranged combat.

of Seeking

XP Value: 700

GP Value: 3,500

DUNGEON MASTER Guide

This gives its user a +2 bonus for both attack and damage rolls, but missiles from such a weapon are

regarded as +1 with respect to whether or not certain creatures are affected by the weapon (a special defense of a +1 or better weapon means the creature is vulnerable to normal missiles from this sling).

Sling Bullet of Impact

XP Value: 150

GP Value: 800

Unearthed Arcana

The *sling bullet of impact* originally appears to be little more than a well-cast sling bullet. Close examination, however, reveals minute runes engraved upon these missiles, and they radiate an aura of enchantment. Composed of a mixed iron, silver, and lead alloy, each bullet is equal to a +1 missile for purposes of attack determination only. Thus, if one of these missiles is launched from a +2 magic sling, the total attack bonus would be +3, or equal to a +3 magical weapon, but damage is determined exclusive of the +3 bonus. The unadjusted attack score is the base determinant of whether additional damage is done by one of these missiles. That is, if one of these bullets impacts its target, the sling-user's base chance to hit (exclusive of magical bonuses) must be determined. For example, assume that the target could be hit normally on a 12 or better. If the die scores a hit, without adjustment for any bonus for the sling used or for the bullet itself, is above the minimum required to hit, then the missile does 2 additional points of damage for each point of difference between the die roll and the minimum required. A die roll of 13 in this example indicates +2 to damage, a roll of 14 would add +4, a roll of 15 indicates +6, and so on, while a die roll of 12 or less means that no extra damage is scored on that hit. The extra damage (if such applies) is added to the base damage figure (1d4+1/1d6+1) for a sling bullet.

Slingstone of Pulverizing

XP Value: 150

GP Value: 800

DRAGON Magazine 179

This *weapon +1* acts as a normal sling stone until it hits its target, then it does 4d4 points or 3 structural points of damage. The stone has one use, then its magic is dissipated.

Slippers

A slipper is an ornate piece of footwear used primarily when the user retires for the evening. Slippers are made of soft, comfortable materials; they allow the wearer to walk quietly about the house or room without waking nearby sleepers. Their primary function is to protect the wearers' feet from cold floors.

Bahija's Slippers of Spider Climbing

XP Value: 1,250

GP Value: 6,250

1992 Fantasy Collector Card 188

These slippers allow Bahija to move along vertical surfaces or even upside down along ceilings just as a normal pair of *slippers of spider climbing* does. When these slippers are used for such a purpose, the movement is 90 feet rather than 60.

of Dancing

XP Value: —

GP Value: 5,000

DRAGON Magazine 179

These slippers function like *boots of dancing*.

Dragon

XP Value: 3,000

GP Value: 15,000

The Complete Wizard's Handbook

These slippers are made of green silk. The magic of the *dragon slippers* is activated if the wearer concentrates and speaks the word "change." When activated, the *dragon slippers* cause the wearer to appear as a 20-foot dragon with bright yellow scales, a barbed tail, and long green fangs; the wearer does not gain any of the abilities of a dragon. While the illusion is in effect, the wearer retains all normal abilities and statistics. The effect lasts for one hour, but can be canceled any time by the command of the wearer.

of Drinking

XP Value: 300

GP Value: 1,500

The Book of Marvelous Magic

These plain glass shoes are identical to *glass slippers*. However, when either is touched, the victim immediately opens one potion bottle carried (randomly chosen), pours the liquid into the slipper, and drinks it (no saving throw).

Ebomara's Slippers of Spider Climbing

XP Value: 2,000

GP Value: 10,000

1992 Fantasy Collector Card 148

Ebomara's slippers are enchanted with drow magic. They function as do other *slippers of spider climbing*—they enable Ebomara to move 6 per round on vertical surfaces or even upside down on ceilings while leaving her hands free to cast her horrible spells—but they have also been endowed with the ability to cast *web* twice a day. When she utters a secret command word, *webs* issue from the toe of each boot (one per boot). In dedication to Lolth she has had them embossed with a web design.

Glass

XP Value: 400

GP Value: 2,000

The Book of Marvelous Magic

These transparent shoes enable the wearer to change the appearance of all items carried and clothes worn once an hour. Size and shape present no limitations: for example, armor can be made to appear as normal clothing, weapons as feathers, and so forth. However, the movement rate of the wearer is reduced by 30 feet per turn. The slippers may be easily damaged and require careful tending—any damage destroys the enchantment.

of Kicking

XP Value: 750

GP Value: 3,750

Unearthed Arcana

The wearer of these magical slippers is empowered to use his or her feet as effective weapons. The wearer of this footgear is able to attack twice each combat round, and although his or her level of attack remains unchanged, the slippers enable two special attacks each round if the wearer chooses to forego other attack methods. Damage inflicted by kicking with these slippers is special. The opponent suffering damage takes 1d6 points if human-sized or smaller and 1d4 points if larger than human-sized. The dwomer of the footwear actually inflicts twice normal damage, but the additional effect is in a separate category, for such points are recovered by the opponent after one complete turn. For instance, the wearer attacks a larger than human-sized opponent. Initial attacks are successful, and the damage inflicted is 3 points (+3) and 4 points (+4). At the beginning of the 11th round of combat (or on the 11th round thereafter, in any event), the opponent recovers 7 points (+3 and +4) as the effects of the kicks wear off. If the slippers are worn by a PC able to employ martial arts skills, their effect is merely +1 on foot attacks and damage inflicted.

Ruby

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 45

These magical slippers are bright red in color. They allow the wearer to *teleport* to his or her home by clicking the heels together three times and murmuring, "there's no place like home."

Ruby slippers cannot be removed intact from the feet (once they are put on) until the owner dies or a *wish* or *limited wish* spell is cast. The slippers are nearly indestructible, and save on the item saving throw matrix as hard metal, with an

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extra, +2 on the roll—they also give the wearer immunity from foot ailments. The slippers can only be used once per day. They can *transport* the wearer and up to 200 pounds of living or nonliving matter, but only to the wearer's true home.

Ruby II

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This pair of fragile red slippers allows the wearer to travel from one plane to another by tapping the shoes together. They may be used once a month.

of Slowness

XP Value: — **GP Value:** 1,000

Mordenkainen's Fantastic Adventure

Slippers of slowness affect the wearer as a *slow* spell for as long as they are worn. They cannot be removed except by the use of a *dispel magic* spell, *remove curse* at 12th level of spell use, or by *wish*.

of Soft Movement

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 179

The slippers are like *boots of elvenkind*, like all magical slippers, conform to the size of the feet of the wearer, stretching or shrinking to fit.

of Spider Climbing

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide

These slippers are unremarkable, although they will give off a faint aura of alteration magic if detection is performed. When worn, a pair of these slippers enables the individual to move at a 60-foot rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfaces—ice, oiled, or greased surfaces—make the slippers useless.

Smoke

of Fire Quenching

XP Value: 250 **GP Value:** 750

DRAGON Magazine 194

This small, fragile glass globe releases clouds of thick white smoke that extinguish all normal fires within 60 feet when shattered. Magical fires are entitled to a saving throw, requiring a roll of 15 or better, with a +1 bonus per level of the spell (so a *fireball* cast into an area protected by *smoke of fire quenching* would only ignite if a saving throw

of 12 or better is made).

The spell has no effect on fires created by a creature's body (such as the breath of a red dragon) but secondary fires sparked by these flames are affected. The smoke dissipates in 1d4+2 rounds, and new fires can be lit in the area once every trace of the smoke is gone. The range of the thrown globe is 90 feet. (See *Grenade-Like Missiles* in the *DMG*.)

Sleep

XP Value: 200 **GP Value:** 800

The Ruins of Undermountain

Sleep-smoke is a dark-gray, smoky gas that rapidly dissipates when released into the air. A flask full of it will affect a globe 10 feet in diameter on the first round, expanding outward to a 20-foot diameter in the second round, and being harmless after that. (If released in windy conditions, the globe moves with the wind.)

All creatures within the area of effect must save vs. poison at -3 on the first round, and -1 on the second, or fall asleep for 1d4+1 rounds.

Such sleep lasts only 1d12+4 rounds, but cannot be prematurely ended by any known means. Alcohol fumes and intoxication provide a small measure of protection against the effects of sleepsmoke; intoxicated targets make all saving throws at normal chances.

Smoking Pipe

Magical pipes are usually found with intelligent, pipe-smoking beings, most often humanoids. They may be held, smoked, stored, or put on display. Pipes are often found with canisters of tobacco and other smokable materials. Each pipe consists of a stem and a bowl, that are often detachable. A pipe is used by filling the bowl with smoking material and lighting it. The pipes of sprites and pixies may be only ½-inch long; a giant's or cyclops's pipe may be 3 feet long, or more. Pipes may be made of wood, baked clay, ceramic, metal, meerschaum, or a combination of materials. Some pipes are huge, even for their users; the bowl is set on the floor and the user sits or stands while holding the stem. Assistance is needed to light pipes of this size.

Aromatic

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

When smoked, this pipe creates a warm, friendly scent in a 10 cubic foot area around the user. On command, it produces the aroma of any plant or

woodland scent, including garlic (which deters vampires) and wolfsbane (which makes all lycanthropes in the area check morale).

Bubble

XP Value: —

GP Value: 1,000

The Book of Marvelous Magic

This pipe acts as an aromatic pipe in all respects until used within 60 feet of a hostile creature. At that time it instantly produces thousands of soap bubbles in a 20 cubic foot volume around the user. The bubbles obscure vision and cause each victim within them (including the smoker) to make a saving throw vs. spell. Failure indicates that the soapy bubbles have gotten into the eyes, causing a -2 penalty on attack rolls for one turn. However, this effect is automatic and permanent on the user of the pipe (no saving throw); but if a *remove curse* is applied, the pipe and the penalty both disappear.

Eversmoking

XP Value

GP Value

Charged Version: 1,200

13,000

Elminster's Version: 6,000

65,000

Permanent Version: 1,900

21,000

POLYHEDRON Newzine 70

This pipe was developed by the wizard Elminster, and was unique to him until recently, when he made details of its construction available to Sarghun of Silvermoon, a wizard who also enjoys a good pipe. Various wizards of the Forgotten Realms have since gleaned details of the pipe from Sarghun.

The invention looks like a large-bowled, curved-stemmed meerschaum pipe. (The sort often depicted by artists portraying Sherlock Holmes. In the Realms, most such pipes actually are carved of felsul root.) These pipes are usually 10 inches long or less, and weigh less than a pound.

Elminster's *eversmoking pipe* does not produce large amounts of smoke. However, the smoke is thick, greenish-gray, and contains occasional tiny, winking sparks. The smoke keeps normal insects at bay, clearing them from a 10-foot radius around the user. This protection is effective even against magically summoned insects.

In addition to the *enchant an item* spell, the pipe requires the following magic: *pyrotechnics*, *wall of force*, and *Drawmij's instant summons*. Unless the pipe is a charged version, it must also be given *permanency*. In D&D game campaigns, the required spells are *wall of fire*, *summon object*, and *force*



field, plus *permanency* if desired.

A nonpermanent *eversmoking pipe* can retain six charges. A single charge keeps the pipe lit for seven hours of continuous use (the pipe can be extinguished and the remaining duration on a charge saved for later use.) The pipe can be recharged. To restore a single charge to the pipe, a wizard must cast one spell of each type. The crushed and powdered gems required for *Drawmij's instant summons* and *wall of force* spells must be tamped into the bowl.

The pipe's bowl has the usual cavity for tobacco. When the pipe is activated, tobacco is constantly replenished at the bottom of the cavity by magical means; the summons *teleports* tobacco in from a known store (usually a large sack or barrel in the owner's domicile).

Neither type of pipe can stay lit if it runs out of tobacco. If the pipe is a "charged" version, and it runs out of tobacco, it uses up the current charge regardless of the elapsed time of use. Simply restoring the tobacco supply is sufficient to allow the pipe to function again. (Of course, a charged pipe without any charges cannot function, tobacco supply aside.)

The pipe is smoked normally. To one side of the tobacco cavity is the pipestem. On the other, across from the stem, is a tiny cavity containing a

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flame. Whenever the smoker sucks on the pipe, the flame is drawn into the tobacco, igniting it. The pipe is activated by the direct touch (flesh to wood) of any being who simultaneously says, "Flame" or any single (usually cryptic) command word chosen during the initial enchantment. In like manner, "Out!" or an equivalent command word (plus simultaneous touch) deactivates the pipe. When activated, the pipe lights itself, and its bowl is shielded from the elements by a miniature, hemispherical *wall of force*. This allows the user to keep the pipe lit even in rain, snow, gusts of wind, or gale-force natural winds. The bowl itself is magically protected against overheating and burning during normal use.

Several conditions of the pipe-user's surroundings, such as the presence of a natural or magical dust storm or *dust devil*, a *pyrotechnics* spell, *cloudkill*, or *stinking cloud*, cause the pipe to ignite a fiery 3d6 fireball-like explosion. The pipe is allowed an item saving throw (it is thin wood and gets a +3 bonus as a magic item with fire-related powers; in this case it saves vs. magical fire). If it fails, it is destroyed, and anyone in contact with it receives a penalty of -3 on their own saving throw against the fiery explosion.

A pipe cannot function under water or in an airless void. When a lit pipe is exposed to these conditions, or subjected to a *quench fire* spell, it automatically is extinguished and the current charge ends.

Attempts to add more than six charges to the pipe cause an explosion for 2d6 damage and the pipe is destroyed. *Eversmoking pipes* never indicate how many charges remain or when their capacity is approaching full, but the being enchanting a pipe knows the pipe's capacity (and, of course, its initial charges).

If the pipe is struck or dropped, its flame may momentarily curl out of the bowl, or lit tobacco may spill out of the bowl and ignite nearby flammables.

If the smoker of a charged version of the pipe blows hard through the stem, while murmuring the deactivation word, the pipe will drain one charge (the current one if lit). As it goes out, it produces a single, spinning ball of flame that can inflict 1d4 points of damage. The ball of flame belches immediately up, out of the pipe. It is similar to a *Melf's minute meteor*, and the pipe smoker can direct it at targets up to 90 feet distant by pointing. No verbal command is required.

Anything flammable struck by the ball must save vs. magical fire or ignite. A permanent pipe can produce a ball of flame once each round.

A wizard of at least 9th level can use an *eversmoking pipe* to produce crude images, symbols, or directive arrows from the smoke it emits, and can vary the hue and brightness of the smoke. Such displays can never trigger or substitute for magical symbols or runes, but they can convey messages to all who see them. And they can, with practice, work precisely enough to make the smoke-image resemble a specific being. Such images require two to five rounds to fully form, and last for an other two to five rounds.

An *eversmoking pipe* can be commanded to reproduce one of the effects of a *pyrotechnics* spell once every three rounds (each such use drains a charge from a nonpermanent pipe). The pipesmoker launching the *pyrotechnics* is immune to any effects generated by the pipe.

Any *eversmoking pipe* can be commanded (with a single, secret word) to return to the hand of its owner, regardless of distance, planar separation, or barriers and protections. The pipe appears one to three rounds after the command word is spoken. The summoning word can be changed at will by holding the pipe, flesh to wood, and speaking a certain rhyme that includes the new summoning word and cancels all others. If the cancellation is left out of this charm, previous words still work, and the pipe could end up flicking rapidly around the planes in an endless tug-of-war between rivals.

The rhyme for changing the summoning word is a unique, 7th-level conjuration/summoning spell for which Elminster would give no details beyond a slow smile. It must be researched and developed independently by all wishing to exercise it.

A wizard caught at a disadvantage by a party could well use the pipe's offensive properties to attack an enemy, or to cause a fire in an enemy's spell library, foodstores, or the like, by accidentally or deliberately activating the pipe and leaving it where it will start a blaze. Despite the summons upon it, an *eversmoking pipe* cannot be magically traced to its owner. It can be *teleported* or *telekinesed* in an activated state; for example, into an occupied bedroom, or into a pile of scrolls, or onto a precious map.

A DM could introduce an *eversmoking pipe* into play as useful treasure by using rumors or ancient writings that tell of a strange, wondrous

magical device that belches smoke and flame upon command, and lies in a chest guarded by maniacal traps and fearsome monsters—the treasure, of course, being not a *wand of fire* or *flamethrower* but an innocent *eversmoking pipe*.

Different substances burned in an *eversmoking pipe* have some strange effects. Experimentation in this field continues, but several results are known:

Lamp oil and other volatile fuels cause sudden jets of flame to erupt for 1d4 rounds (reflected back upon the smoker by the pipe's weather shield), followed by an explosion (damage 2d6) that destroys the pipe.

Wet green leaves produce a thick, black, choking smoke. Once this has begun, the smoker can leave the pipe to create a smoke screen or to force air-breathing creatures out of a confined space. The smoke screen lasts until the pipe's current charges are exhausted, plus one to three rounds (the smoke clears in only one round if there is a brisk wind). Note that smoke production does not depend upon a constant supply of wet leaves, or anything in the bowl at all, once begun—the pipe's inherent magic creates the smoke. Note that an *eversmoking pipe* that is permanent never stops producing smoke unless destroyed, extinguished, or commanded to cease in the proper manner. Immersion of either version of the pipe in water or another nonflammable liquid can extinguish the flame and end the smoke. *Dispel magic* extinguishes the pipe, but does not drain it of magic or permanently affect it in any way.

A hot, white smoke, useful for smoking meats, concealing strong odors, and the like, of similar duration can be produced by using dry, dead leaves.

Perfumed cloth, paper, or flower petals can be used to scent an area.

Elminster's *eversmoking pipe*: The Old Mage has added at least three additional powers to his personal pipe (or pipes; he has several identical "backup" pipes stashed in various places around Ibril and Realmspace). Their powers are as follows:

- When the pipe is lit and held in the lips, the smoker (only) is protected as if by *protection from normal missiles*, and all *magic missiles* directed at the smoker are reflected back to their source, striking for their usual damage.
- When immersed in water, the pipe immediately creates an *airy water* effect with a 12-turn duration. If the pipe is lit, it goes out at

this time, and cannot be ignited while it remains underwater.

- Nine times a day the pipe can be held and commanded silently to *dimension door*. This transports the bearer up to 700 yards, moving up to 500 pounds of nonliving matter or 250 pounds of living matter in contact with the bearer. This can be done once per round (no "round of recovery" is needed between *dimension door* attempts).

Certain malicious rivals have spread a rumor that Elminster is sufficiently addled as to think of his pipe as a living thing, and that he often talks to it. This is patently false—the only time he has ever been heard talking to it was once when The Simbul used it as the focus of an *audible sending* spell that allowed her to talk back and forth with the Old Mage. On that occasion, he was seen arguing with his pipe.

Halfling

XP Value: 300

GP Value: 1,500

The Book of Marvelous Magic

The famous halfling pipe has no magical effect unless filled with pipeweed cultivated in halfling strongholds. If the smoker uses both this pipe and the pipeweed, a *phantasmal force* may be created with the smoke from one bowl full. This illusion may be created within 120 feet and has a maximum size of cube 20 feet on a side. The illusion lasts for only one turn at most and disappears earlier if the smoker's concentration is broken. However, a halfling need not concentrate and may instruct the illusion to move and react automatically.

Lasting

XP Value: 250

GP Value: 1,250

DRAGON Magazine 30

The *lasting pipe* may be found with the *match of many lights* and gives up to 24 hours continual use from one filling. This device can save a smoker a small fortune in pipeweed.

of Puckering

XP Value: —

GP Value: 800

The Book of Marvelous Magic

When placed in the mouth, this pipe immediately causes the lips to pucker. The victim cannot talk or cast spells but may hum, grunt, and make other noises that do not require opening the lips. However, the victim gains a +2 bonus to all saving throws against gas attacks, which lasts until the pipe is removed. The pipe may be removed only

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by a *remove curse* from a 26th-level caster. This remedy destroys the pipe.

Self-Lighting

XP Value: 200 **GP Value:** 1,000

The Book of Marvelous Magic

This pipe lights itself on command. If the bowl is empty at the time, it produces a cone of magical fire 10 feet long and 1-foot wide at its far end, which inflicts 10 points of fire damage to all within the blast (area of damage may vary according to pipe size). When first discovered, the blast usually goes harmlessly upwards if the pipe is held normally. The pipe produces a blast only three times a day—if a fourth blast is called for, it is of twice normal size (20 feet long, 20 points) but destroys the pipe.

of Smoke Rings

XP Value: 200 **GP Value:** 1,000

DRAGON Magazine 73

An elegant wooden pipe. A person smoking this pipe can blow beautiful, perfect smoke rings at will.

of Smoking

XP Value: 300 **GP Value:** 1,500

The Book of Marvelous Magic

When lit, this pipe produces clouds of gray smoke that fill a 10 cubic foot area around the user. Each victim within the smoke must make a saving throw vs. poison or cough for 1d4 turns; the user is automatically affected (no saving throw). Coughing victims may not attack or cast spells, may move at only half normal rate, and suffer a +2 penalty to Armor Class.

of Snake Summoning

XP Value: 700 **GP Value:** 3,500

POLYHEDRON Magazine 17

When smoked, this pipe allows the user to cast *Animal Summoning I* twice per day, but the user can only summon snakes.

Snowshoes of Speed and Traveling

XP Value: 4,000 **GP Value:** 20,000

Gods, Demigods, & Heroes

These shoes allow Lemminkainen's avatar to travel tirelessly at MV 24 across snow-laden ground.

Soap

Soap is a very useful (although sometimes rare) commodity. When used with water, soap creates a

slippery foam that removes the dirt, filth, and odor from the body, clothing, hair, or gear. Soap's fat content also allows it to be used as a lubricant or temporary waterproofing agent.

of Abrasion

XP Value: 100 **GP Value:** 1,000

The Book of Marvelous Magic

This soap appears identical to *soap of washing* but rips and shreds all items washed (no saving throw). Any creature washed is severely damaged and left with only 1 hit point. The soap affects only one creature or item; the soapy water then becomes nonmagical.

of Washing

XP Value: 200 **GP Value:** 2,000

The Book of Marvelous Magic

This small brownish cake of soap will, when placed into a bucket or tub of water, dissolve completely. The water then becomes magical; any item or creature placed within or doused by the water becomes completely clean. The soap removes all normal and magical stains and dyes and can even *remove curses*. However, it affects only curses removable by a *remove curse* spell from a caster of up to the 21st level. The soap washes any number of normal items, its effect lasting one hour; it washes away up to three magical stains or dyes or one curse. Magical water removed from the container immediately becomes nonmagical.

Socks

Socks are knitted or cloth garments worn on the feet. They help protect the feet from cold and chaffing. Socks also absorb odors, but their main purpose is to protect footwear from perspiration and the natural oils on the wearer's skin.

of Dryness

XP Value: 300 **GP Value:** 1,500

DRAGON Magazine 30

The *socks of dryness* are a pair of foot wrappings that repel water like rubber, but allow air to pass.

of Sweating

XP Value: 1,000 **GP Value:** 5,000

Mordenkainen's Fantastic Adventure

When worn, these socks protect the wearer from fire, just as would a *ring of fire resistance*. This protection, however, lasts but six rounds. At that time, the wearer starts sweating profusely, losing

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2 hit points per round to dehydration. Additionally, for every 6 points of damage accrued in this manner, the character's Strength, Constitution, and Charisma scores are each reduced by 1 point. If any score drops below 2, the character is incapacitated. If any score drops to 0, the character is dead. Lost ability points return in one day. These socks will continue to cause the character to sweat as long as they are worn. The continuous intake of water will lessen the damage dealt by 1 point per round, and negates the loss of the aforementioned ability score points.

Sounder

XP Value	GP Value
Type I: 8,000	20,000
Type II: 16,000	40,000
Type III: 24,000	60,000
Type IV: 32,000	80,000

Krynnspace

Sounders come in an array of sizes; however, all of them are square and have a glass front. By looking into the sounder and speaking the command word, the user begins to hear a series of bleeps and witnesses wavy lines appearing on the glass. The sounder locates moving objects in wildspace and the phlogiston that are out of range of normal vision. The sounders' range varies with the device. There are four sounders, and those with the greater ranges cost more.

Device	Range
Type I	2,000 miles
Type II	4,000 miles
Type III	8,000 miles
Type IV	10,000 miles

Sovereign Glue

XP Value: 1,000	GP Value: 7,500
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DUNGEON MASTER Guide

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of *oil of slipperiness* must be applied in one round to prevent the remaining glue from adhering to the sides.

One ounce of the adhesive covers approximately 1 square foot of surface, bonding virtually any two substances together permanently. The glue takes one round to set; if the objects are

pulled apart before that, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the objects only results in the rending of one or the other, except when *oil of etherealness* or *universal solvent* is applied to the bond—only those can dissolve *sovereign glue*. A typical container holds 1d10 ounces of glue.

Spear

The spear dates back to the most primitive times. The first spears were simply wooden poles or sticks sharpened at one end. When fire was discovered and mastered, spear points were hardened by charring. As people became more adept at using tools, spears were fitted with stone heads, and later iron and steel points.

Roll	Item
01-03	Artengak
04-06	Assegai
07-09	Atlatl*
10-12	Barbed
13-15	Chijiriki
16-18	Double-Bladed*
19-21	Elephant goad (ankus)
22-24	Fang
25-27	Foot Ankus
28-30	Goad
31-33	Harpoon
34-36	Hasta
37-39	Heavy
40-42	Javelin
43-45	Javelin Thrower
46-48	Kumade
49-51	Long Spear
52-54	Naulagak
55-57	One-handed*
58-60	Paddle
61-63	Pilum
64-66	Riding Ankus
67-69	Ritiik
70-72	Sang Kauw
73-75	Sang Kauw with Buckle
76-78	Shakujo Yari
79-82	Spear
83-85	Stone*
86-88	Throwing
89-91	Two-handed*
92-94	Uchi-ne
95-97	Unungak
98-00	Vita

of Accuracy**XP Value:** 1,000 **GP Value:** 6,500

Land of Fate

This spear has a bonus to attack and damage in melee and an additional +2 when hurled.

Ares's**XP Value:** 1,000 **GP Value:** 7,500

Legends & Lore

After the spear of Ares's avatar hits, it opens a wound that will not stop bleeding until both a *remove curse* and a *heal* spell have been cast upon it in the same round. The bleeding causes 6 points of damage per round.

Athena's**XP Value:** 2,000 **GP Value:** 15,000

Legends & Lore

Athena's avatar is armed with several special items. One of these is a spear that never misses when she thrusts with it.

Backbiter

XP Value	GP Value
+1: —	1,200
+2: —	1,500
+3: —	1,800

DUNGEON MASTER Guide

Any tests conducted on this spear will only reveal that it is a magical spear with a +1 bonus (or at the DM's option +2 or +3). It may even function normally in combat against a deadly enemy, but each time it is used in melee against a foe, there is a 1 in 20 cumulative chance that it turns against its wielder. Once it begins functioning in this way, it can't be gotten rid without a *remove curse* spell. The character always seems to find the spear in his or her hand despite all efforts and intentions. When the curse takes effect, the spear curls around to strike its wielder in the back, negating any shield or Dexterity bonuses to Armor Class, and inflicting normal damage. The curse even functions when the spear is hurled, but if the wielder has hurled the spear, it is released; the damage done to the hurler is doubled, however. Once the spear has returned, the character is again compelled to use the spear.

Black Kumade**XP Value:** 2,000 **GP Value:** 10,000

Kara-Tur

The *black kumade* is an obsidian weapon that is carried by Lin Goh, the clanmaster of the Panthers

of Xi. This magical javelin returns to its thrower and can be spun like a deadly baton forming a *shield* +3. It has been taken as the symbol of the ninja's passing or actions in Xi, a kumade painted black. This group controls the mountains east to the Malu River and they have a continuing war with the ninja clan of Manchar, the Vi'oontu (which means "evening swallow that calls death").

Demeter's**XP Value:** 8,000 **GP Value:** 40,000

Legends & Lore

In five rounds, a tree sprouts from any wound made by the spear of Demeter's avatar. Two rounds after it sprouts, the tree becomes so large that the victim must lie on the ground until the roots are torn from his or her body (doing an additional 1d10 damage).

Gae Bolg**XP Value:** 4,000 **GP Value:** 20,000

Legends & Lore

Cu Chulainn's avatar wields a spear called Gae Bolg, and is made from the bones of a sea dragon. He is the only mortal who can heft it, and while he has it in his hands he cannot be surprised. The weapon is a *spear* +4.

Goibhniu's**XP Value:** 5,000 **GP Value:** 25,000

Legends & Lore

Once per turn, Goibhniu's avatar may automatically slay any living creature that he hits with this *spear* +5, no saving throw allowed.

Gruumsh's**XP Value:** 5,500 **GP Value:** 27,500

Monster Mythology

The avatar's *spear* +4 *paralyzes* for 2d4 turns when it strikes (saving throw vs. paralyzation at -4 to negate).

Gungnir**XP Value:** 6,000 **GP Value:** 30,000

Gods, Demigods, & Heroes

Gungnir is Odin's *spear* +5. This spear, when used in battle, always points to the strongest member of the opposition. Furthermore, all adversaries within a 20-foot-radius when Odin's avatar holds it aloft are stricken with *fear* (as a *fear symbol*). Those whom Odin's avatar allows to touch *Gungnir* (usually before a battle) will be

blessed with a double effect *bless* spell for the duration of the battle or adventure.

Gungnir II

XP Value: 6,000

GP Value: 30,000

Legends & Lore

Odin's avatar carries *Odin's spear*, a +5 weapon with several special abilities: in battle, it points at the most powerful enemy; when held aloft, all enemies who can see it are struck with *fear*; anyone allowed to touch the spear is blessed with a double effect *prayer*; anyone that touches the weapon against the avatar's will is *polymorphed* into an ant (save to negate).

Hadrion's

XP Value: 3,000

GP Value: 30,000

POLYHEDRON Newszine 43

Hadrion, a minor warlord, purchased a magical *spear* +3 for an incredible price and had wizards imbue it with additional magic powers. It confers +2 AC, +1 on Strength, and negates all surprise attacks, including a thief's backstabbing abilities, warning its owner psychically of the danger as long as it is held in hand or is kept close to the body.

Hadrion used the spear in all of his campaigns, and it is said to have been placed with his body in the family vaults.

Heartseeker

XP Value: 1,750

GP Value: 15,000

Maztica Campaign Set

This heavy spear looks almost like a footman's lance. Its head, of hardened obsidian, layered with the power of *hishna*.

The weapon has a bonus of +2 on all attack and damage rolls. It is immune to the effects of breakage for normal obsidian. But its most deadly feature comes into play when it hits on a natural 20. If the target is a creature with a heart, the weapon strikes the heart, and the victim loses all remaining hit points.

Heartseeker II

XP Value: 1,000

GP Value: 5,000

Forbidden Lore

This unusual wooden spear is carved from a single piece of ash. The tip is carved right onto the shaft and is obviously also wooden. It radiates an aura of enchantment. As a normal weapon, it has a +1 enchantment and inflicts normal damage despite the apparent frailty of its tip. When used against a vampire, it is always capable of causing damage if the attack roll is successful, even if the vampire is immune to +1 weapons. Any successful hit on a vampire is to the heart, effectively driving the shaft through as if it were a stake. The vampire is then pinned according to the normal



rules for vampires. If the spear is removed without first destroying the body, the vampire is restored and begins to regenerate.

Heartwood

XP Value: 2,400 **GP Value:** 12,000

1992 Fantasy Collector Card 408

The *heartwood spear* is a magical artifact from the halfling-infested jungles of the Ringing Mountains. The spear came from the very core of an ancient and singular oak tree, taken from its place of rest by Nok, a halfling chief and worthy character of Good alignment and true principles. The spear has many powers, including an incredible range and ability to strike its intended target, and the power to pierce even dragon armor. Nok gave the Spear to Rikus, Neeva, Sadira, and Agis, who used the artifact to slay Kalak, the sorcerer-king of Tyr.

Hiatea's

XP Value: 2,500 **GP Value:** 12,000

Monster Mythology

Her *spear* +3 becomes a *flametongue* weapon when she wishes.

of Obliteration

XP Value: 3,000 **GP Value:** 25,000

The Milenian Empire

This enchanted weapon acts like a *spear* +1 when used in hand as a thrusting weapon. However, when it is thrown, it has a special effect, any creature (living or undead) of 4 Hit Dice (or experience levels) or less struck by the spear is obliterated in a puff of choking, black smoke (no saving throw). Creatures of 4 to 8 Hit Dice receive a saving throw vs. death magic to avoid obliteration, taking 6d8 points of damage if successful. Creatures of more than 8 Hit Dice or experience levels take 6d8 points of damage, but are allowed to make a saving throw vs. death magic for half damage. In all cases, the spear is itself destroyed upon being hurled and striking a creature. If it misses, the spear can be used again if it is recovered.

of Panic

XP Value: 2,000 **GP Value:** 10,000

Master of the Desert Nomads

The *spear of panic* is a miniature 6-inch-long spear. When a user attempts to hit with the spear, it magically grows to 10 feet, allowing any target within 10 feet to be attacked. The spear has no

bonuses on attack rolls and only does 1d6 points of damage. However, if the spear strikes an enchanted or undead creature, the creature will automatically flee from the combat.

Paralysis

XP Value: 800 **GP Value:** 4,000

Shrine of the Kuo-Toa

Creatures failing to save vs. poison are paralyzed until a *neutralize poison* or a *dispel magic* spell is cast upon them.

Returning

XP Value: 1,000 **GP Value:** 5,000

The War Rafts of Kron

Sometimes called *boomerang spears*, these hand-hurled weapons return to the caster if they miss a target. Returning at the end of the round they may be automatically and safely caught by the character throwing one (unless the user is paralyzed, confused, or immobile). If a *returning spear* hits a target, the weapon does not return by itself.

Sharksbane

XP Value: 1,500 **GP Value:** 10,000

DRAGON Magazine 48

Also known simply as a *spear* +2/+4 vs. *sharks*, this is a large lance with a point made from a shark's tooth. These items, originally enchanted by triton wizards or priests, are greatly sought after by mermen and sea elves, who will readily trade valuables to acquire one.

Smokespear

XP Value: 4,000 **GP Value:** 20,000

Shadowdale

This rare weapon appears as a brass or copper plated spear, made entirely of metal. It may be ornately worked, and is most often encountered as ceremonial regalia. It does normal weapon damage, and when grasped and a command word spoken, its tip can produce a 30-foot-radius globe of smoke (like the smoke power of a *pyrotechnics* spell) lasting for 1d4+1 rounds. This power can be used as often as desired; it will continue regardless of whether the spear is released by its wielder or not, and will move with the weapon.

Once per turn, the butt end of a *smokespear* can, upon command, cause *sleep* in any one creature touched. Creatures immune to *sleep* spells are immune to this effect; all other creatures receive a saving throw vs. spell to avoid *sleep*. A

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successful attack roll is required to touch and cause a creature to sleep.

Once every seven turns, a *smokespear*, when grasped and ordered, can allow one being of size M or smaller to *fly*. Such flight is Maneuverability Class A, and must be continuous, lasting up to a maximum of 12 rounds.

Sparkling

XP Value: 750 GP Value: 3,500

The Emirates of Ylaruam

This device was crafted for Farid when he accompanied Al-Kalim on his quests to other planes. On the Prime Material Plane it is a *spear* +4 vs. *efreet* and other denizens of the Plane of Fire (+6 if wielded on the Plane of Fire). It has a *detect invisible* power and it sparkles with a dazzling light whenever a denizen of the Plane of Fire approaches within 300 feet. This is a well-known item on the Plane of Fire from the exploits of the mighty Al-Kalim, and most denizens of the Plane of Fire fear and respect its wielder.

of Vix

XP Value: 1,500 GP Value: 6,000

The Milenian Scepter

As the daughter of the Immortal Zargos, Vix holds a place of honor among the followers of Zargos. The fabled *spear of Vix* is said to have been

enchanted by Emperor Caracanomos himself and presented to Vix as a betrothal gift. Though it is known Vix accepted the gift, it is believed she rejected the Emperor's offer of marriage.

The spear is made of a strange alloy of iron and glows with a bluish light. The haft is ornately engraved with magical sigils and runes. The spear has a modifier of +3 to attack and damage rolls. It also has the power of *returning* to the thrower's hand if it misses its target. Finally, once a day the spear may be commanded to *blind* the next creature it strikes, who must then succeed at a saving throw vs. spell or be unable to see for 12 turns.

of Yang

XP Value: 500 GP Value: 2,500

DRAGON Magazine 40

This is like any ordinary magical spear, except that the user may turn on and off *continual light*, full daylight strength, an unlimited number of times per day. Turning the power on or off takes one round.

Zeus's

XP Value: 4,500 GP Value: 22,500

DEITIES & DEMIGODS Cyclopedia

Zeus wields a spear that does 6d10 points of damage.

Spellbook

Books, Librams, Manuals, Spellbooks, and Tomes: In the AD&D game system, each of these terms has a unique definition:

Books may be used only by *priests* and sometimes raise a specific character statistic.

Librams are books used only by *wizards*, and occasionally boost a specific character statistic.

Manuals may be used by both *fighters* and *thieves*, and some include boosts to stats.

Spellbooks contain spells and surprises—some are even pleasant. Most are restricted to *priests* and *wizards*, but a few may be used by any class, and some can only be used by illusionists.

Tomes may be used by *all classes* and some grant boosts to statistics.

By the time a wizard completes his or her apprenticeship, one or two spell books have been acquired; a book of 1st-level spells and, perhaps, a book of cantrips as well. The latter depends upon the options of both the DM and the concerned player. The following general rules apply to all

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spell books.

Types of Spellbooks: There are two varieties of spell books.

Standard books contain up to 36 cantrips, up to 24 spells of 1st to 3rd level, up to 16 spells of 4th to 6th level, or up to eight spells of 7th to 9th level.

Traveling books contain at most one-quarter of the number of possible spells contained in a standard spell book—either nine cantrips; six spells of 1st, 2nd, and 3rd level; four spells of 4th, 5th, and 6th level; or two spells of 7th, 8th, and 9th level.

Cost of Spellbooks: A standard spellbook costs 1,000 gp for materials, plus an additional 100 gp per spell level for each spell contained therein. (For this determination and all other similar ones, consider cantrips as 1st-level spells.) The cost of a new wizard's or illusionist's initial books is assumed to be borne by the new spellcaster's former master, so the fledgling spellcaster will have one or two spell books at no cost to him or her. Books which are prepared later in a wizard's career (having higher spell-level capacity than "beginning" books) are not supplied by the character's master, but must be composed by the character in question as part of his or her training when the spellcaster is trying to rise to a higher experience level. This composition will take from 1d4+3 weeks for each new standard book; the book is composed during and after the time when other training exercises are taking place.

These same costs apply when a book is being manufactured and composed. Any standard spellbook requires a 1,000 gp investment for materials, plus 100 gp per level for each spell entered in the book, payable when a wizard adds a new spell to his or her repertoire. (Entering a 1st-level spell costs 100 gp, a 2nd-level spell costs 200 gp, and so on.)

A traveling spell book costs 500 gp for materials. The cost of each spell contained within such a book is the same as the cost for entering a spell in a standard book. All traveling spellbooks must be fabricated by the wizard, or otherwise discovered as treasure by the wizard or his or her associates. A player character cannot automatically possess a traveling spell book at the beginning of his or her career.

Physical Aspects of Standard Spellbooks: A standard spellbook is approximately 16 inches in height, 12 inches wide, and 6 inches thick. (The DM has leeway to reduce or enlarge this general size, although nothing smaller than 12 by 12 by 6 inches or larger than 18 by 12 by 9 inches is rec-

ommended.) The weight of a standard book of median size is 15 pounds (adjusted upward or downward for varying sizes).

The cover of a standard book is typically heavy leather—dragon hide or something similar—inlaid with metal so as to provide both extra durability and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protection placed upon them, a standard spellbook has a saving throw equal to that of "leather" or "book" and with +2 to die rolls made to save against *acid*, *magical fire disintegration*, and *lightning* attacks.

Physical Aspects of Traveling Spellbooks: A traveling spell book is approximately 12 inches tall, 6 inches wide, and 1 inch thick; 9 by 9 by 1 is also a good working size. The weight of such a book is approximately three pounds. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a traveling spellbook is strong, supple animal skin, such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to protect the book when it is in use.

Notwithstanding any special protections, a traveling spell book has a saving throw equal to that of "leather" or "book," with no bonuses (as a standard book has) against certain forms of attack.

Value of Spellbooks: Most standard spellbooks have an experience point value of 500 points per spell level contained (again, considering cantrips as 1st-level spells), and a gold piece value of 1,000 gp per spell level (applies to all spells, including cantrips).

The Alcaister

XP Value: 17,600

GP Value: 176,000

DRAGON Magazine 100

The Alcaister is a large, russet-colored volume constructed of metal plates covered with burlap or hes-

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sian, tied together with a spine of waxed, intricately interwoven leather thongs ("like the lacings on a lady's high leather riding boot," according to the sage Nornagrym). To the weaving are sewn 46 pages of the finest thick parchment, each containing a simple magic spell or cantrips—except the last, which bear a curious rune, thus:



and in Common, the word "Kuhoralminthannas" written in a circle around it. The outer covers bear only the inscription "The Alcaister" burned in small, fine flowing letters in Common, picked out in paints of silver. The book shows only light weathering, but its appearance gives the impression of some age.

The Alcaister is of great antiquity but unknown origin; it was written somewhere in the North by a wizard of good penmanship and some powers at least 600 years ago, when it appears on a merchant's declared "catalogue-of-cargo" before the plague-masters (quarantine officers) of the time, in Waterdeep. It was passed into the city, and presumably sold, but does not surface again until brought to the sage Ardagundus in Baldur's Gate by an adventurer, named Wilund, in payment for information as to the whereabouts and uses of the Magical

Chessmen of Ultham-Urre. Argandus gave the book to his apprentice Nornagrym for cataloguing and study, and it is from Nornagrym's exacting catalogue that precise details of *The Alcaister* come.

Nornagrym is believed to have brought the book with him to Waterdeep upon his master's death, where it reposed in his library until his own death, when it vanished again. It was observed by the sorcerer Zemloth of Amn to be in the library of his one-time tutor, Orgoth the Tainted (the same who was later destroyed by three fiends he had summoned), but was not found when the party of the adventurer Malahuke searched the hidden, untouched tunnels of Orgoth's ruined fortress. Its present whereabouts are a complete mystery, but Zemloth asserts that it must still exist, because he encountered a prestidigitator in a tavern in Zazesspur who employed a *sting* cantrip (set forth only, as far as Zemloth knows, in *The Alcaister*). The prestidigitator, one Mavrhune, was involved in a tavern brawl at the time and did not survive it, so Zemloth was unable to inquire where and from whom the cantrip had been learned.

The Alcaister has a tradition of slaying those who read it; as more of the book is studied, the reader grows weaker and weaker, and finally slips into slumber from which he or she does not wake. Nornagrym found the cause of this regrettable side-effect; the edges of *The Alcaister's* metal pages are coated with a colorless, transparent gummy substance of unknown origin—a contact poison as yet unidentified and seemingly unique. This substance works through skin (a cut is not necessary) and it numbs the senses subtly, so that the victim is not likely to notice its effects. Each contact with (or turning of) a page drains 1 hit point; the body recovers from such damage at normal healing rate. There is also a temporary (1d4+1 turns) loss of 1 point of Strength (18/percentage to 18, 18 to 17, and so on); for every 5 points of damage so suffered. This substance retains its efficacy after many years and resists attempts to remove it, but Nornagrym found that its efforts (assuming one is aware of its presence) can be simply avoided by wearing gloves or by turning the pages with a knife or other aid.

The Alcaister's 46 pages contain the following inscriptions, one to a page: the unique spells *cut*, *gallop*, and *sting* (all described below), *affect normal fires*, *charm person*, *dancing lights*, *erase*, *hold portal*, *identify*, *magic missile*, *protection from evil*, *read magic*, *spider climb*, *audible glamer*, *ESP*, *fools gold*, *locate object*, *magic mouth*, *mirror*

image, rope trick, wizard lock, clairaudience, dispel magic, flame arrow, gust of wind, haste, hold person, infravision, slow, water breathing, charm monster, dimension door, ice storm, remove curse, wizard eye, Bigby's interposing hand, cone of cold, feblemind, antimagic shell, death spell, geas, reconstruction (unique spell described below), reverse gravity, simulacrum, and body sympathy (unique spell, described below).

Cut

(Alteration)

Level: 1

Range: 10 feet

Duration: Instantaneous

Area of Effect: 1 object, 1 inch per level

Components: V, S

Casting Time: 1

Saving Throw: None

Definition: By means of this useful spell, thin objects such as rope, cord, delicate chain, wire, cloth, wax candles, sausages, and the like, up to 1 inch thick per level of the caster, can be instantly severed. The caster must be able to see the object to be cut, and it must be within 10 feet. The verbal component is a soft "snick" sound, and the somatic component is a scissoring motion made with two adjoining fingers. Magical (even temporarily enspelled) objects are unaffected by this spell.

Gallop

(Alteration)

Level: 1

Range: 10 feet

Duration: 1 round plus 1 round per level

Area of Effect: One quadruped creature

Components: V, S

Casting Time: 1

Saving Throw: Neg.

Definition: When this useful spell is employed, the caster may cause one 4-legged creature (if Intelligent, it gains a saving throw vs. spell—to negate the spell) to move at its maximum movement rate for one round, plus one additional round per level of the caster. The beast may be ridden or not; direction traveled is arrow-straight (regardless of mount's, or rider's wishes) in the direction pointed at by the caster. (If this leads into a snare, pit, or precipice known to the beast or any rider on it, a saving throw vs. spell at +3 is allowed; if successful, the beast will turn aside at the last moment and continue in a new course, detouring freely as

terrain demands, until the spell expires.) *Gallop* has the same effect on unfamiliar, unwilling, lame, or exhausted creatures alike. The enspelled beast cannot pull a laden cart or wagon without incurring a $\frac{1}{2}$ -movement rate penalty, and although this spell can be used on exhausted creatures, they can be permanently damaged or even slain by the effort (system shock roll applies in many cases). The caster can ride the enspelled creature, and in any case can halt a *gallop* before its expiration whenever he or she wishes. The spell is cast by touching the target creature, making a soft kissing or clucking noise with the lips as contact is made, and continuing this noise as the caster points in the desired direction of travel (impossibilities, such as straight up into the air or straight down into the ground, have no effect and merely wastes the magic); effects are immediate.

Sting

(Alteration)

Level: 1

Range: 40 feet

Duration: Instantaneous

Area of Effect: 1 creature

Components: S

Casting Time: 1

Saving Throw: Neg.

Definition: This spell enables the caster to harm a single creature up to 40 feet distant, including people, in a minor way: By making a buzzing noise and pointing an extended finger at an area of his or her own anatomy, the caster causes a brief (2 second) but intense pain in the corresponding area of the target creature (unless the latter saves vs. spell). This pain causes no permanent damage, but if applied to the eyes it can *blind* for one round, or it can silence coherent speech by afflicting the tongue, or cause delicate manipulation of tiny objects (jewelry, or material components in spellcasting) to be ruined, and the handled items dropped or fumbled. Thus, spellcasting can be ruined by successful use of this spell. *Sting* is a single-use spell, causing but one pain if successful. It is often used to warn or cow ignorant creatures who threaten the spellcaster.

Reconstruction

(Alteration/Phantasm)

Level: 6

Range: Touch

Duration: 1 round + 1 round per level

Area of Effect: Special**Components:** V, S, M**Casting Time:** 1**Saving Throw:** None

Definition: By means of this spell, the caster temporarily restores a broken item, even if it is badly shattered and portions are missing. The object is restored to its appearance before being broken—even to smell, weight, solidity, sound when struck, and texture, and appears whole and unbroken to normal scrutiny. *Detect magic* shows the spell's dwomer, and a *gem of seeing* or *true seeing* spell can reveal the illusion for what it is, but the item can be touched and used (a rope or bar to hold things or support weight or a weapon to strike with, for example) normally, without dispelling the illusion, and with results as though the item were whole. Thus, the hilt of a rusted longsword found in a tomb could be temporarily transformed into a brand-new longsword, doing the same damage in battle as the original did. Magical weapons can be temporarily mended by this spell, and due to the spell, will be magical for attack roll purposes, but do not regain any bonuses or special properties; a silver or gold coin can be temporarily remade into a whole coin by means of this spell; and crushed gemstones restored to their precious, whole, form. If a *reconstructed* item is subjected to prolonged heat and impacts, however (say, a blade being reforged), or if a *permanency* or *enchanted weapon* spell is cast upon one, the magic ends, and the item will revert instantly to its real, damaged, form. A *reconstructed* item does not revert to its true form if its illusion is merely revealed, and it cannot be "disbelieved" out of existence by an onlooker.

Living things cannot be affected by a *reconstruction* spell, nor can unbroken items be altered to the prior forms of their component materials; thus, a stone statue cannot be made to look like the boulder or the mountain from which it was carved. The caster need not know the original appearance of the whole item to duplicate it. Regardless of the amount of actual material remaining, the caster can reconstruct 10 cubic feet plus 1 cubic foot of the actual item per level (although the *reconstructed* whole may be far larger and will still appear in its entirety). The material components of this spell are the item (or fragment) to be *reconstructed*, a pinch of fine sand, and a pinch (of at least thumbnail size) of sticky sap or gum.

Body Sympathy

(Necromantic)

Level: 8**Range:** Special**Duration:** 1 turn per level**Area of Effect:** Special**Components:** V, S**Casting Time:** 1**Saving Throw:** Special

Definition: This spell is cast by a wizard at an enemy. The wizard must concentrate on the individual who must also be in sight. If the target is not in view, the spell may still be cast by visualized the victim and speaking the victim's true name (see *truename* spell in *Unearthed Arcana*) during the casting. This links the wizard and his chosen victim (who must save vs. spell at -4 to avoid the spell's effects), so that whatever happens to the wizard's body (drowning, burning, whipping, wounding, strangulation, *charming*, or *feeble-mindedness*, insanity, unconsciousness) happens to the victim; if the caster dies, so does the victim. This is not similar to the *ESP* spell (neither being gains any hint of the other's thoughts), nor does it make the victim mimic the movements and speech of the caster. It is a two-way link; damage occurring separately to the victim (or curative spells applied to the victim) will also occur to the body of the caster. Once cast, the spell operates regardless of the caster's wishes or lack of concentration—he or she cannot willingly break the link before expiration of the spell, and can engage in other spell casting or activities without ending the *body sympathy*. The link will work across any distance and despite magical protections such as *antimagic shell*, *prismatic sphere* or lesser barriers, but will not work from one plane to another (so if either caster or victim *plane shift*, becomes astral, or employs *oil of etherealness* or another such item, the link is instantly broken). Movement of target or spell-caster within a given plane will not affect the link, regardless of distances moved, speed of travel, or how often movement occurs. This spell is sometimes called *death link* by sages in the Realms.

The Gate Page

The last page of *The Alcaister* (that which bears the rune shown above) is a *gate* that will shift any creature standing on the *rune* (or at least touching it), with the book open, while the word written around the *rune* is spoken aloud by the creature touching the *rune* or another. This *plane shifting*

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occurs regardless of the wishes of the creature touching the *rune*, and will transport only one living creature (plus all items worn or carried by that creature) at a time to one of the following destinations. The creature being *gated* must be holding *The Alcaister* with his or her bare hand as the word of activation is intoned to bring the *tome* along; otherwise it remains behind on the Prime Material Plane (If the gate is used on a plane other than the Prime Material Plane the book will always accompany the creature back.)

Roll	Resulting Plane
01-48	Prime Material Plane (if used while on the Prime Material Plane, the destination will be an alternate Crystal Sphere).
49-66	Avernus (uppermost layer of the Baator)
67-76	The Outlands
77-88	Mechanus
89-92	The Demiplane of Shadow
93-98	Any one of the five planes of Limbo
99-00	Other (DM's choice)

Alokkair's

XP Value: 17,200 GP Value: 172,000

Lords of Darkness

Alokkair, a 20th-level wizard-king lich, has an extensive spellbook containing about one-third of his entire repertoire. These spells include: *animate dead*, *chain lightning*, *cone of cold*, *confusion*, *darkness 15' radius*, *death spell*, *delayed blast fireball*, *demand*, *dimension door*, *dispel magic*, *enchant an item*, *energy drain*, *ESP*, *feeblemind*, *flesh to stone*, *hold monster*, *ice storm*, *imprisonment*, *invisibility*, *jump*, *lightning bolt*, *magic jar*, *magic missile* (each spell produces the number of missiles appropriate to the caster's level), *maze*, *mind blank*, *minor globe of invulnerability*, *mirror image*, *Nulathoe's ninemen*, *Otto's Irresistible dance*, *permanency*, *phase door*, *polymorph any object*, *prismatic sphere*, *project image*, *read magic*, *reverse gravity*, *slow*, *teleport*, *temporal stasis*, *trap the soul*, *vocalize*, *wizard eye*, and *wizard lock*.

Alterations of the Intrinsic Absolutes

XP Value: 4,800 GP Value: 48,000

DRAGON Magazine 82

Math penned *change self*, *timelessness*, *seclusion*, *alter reality*, *analyze balance*, *telethaumaturgy*,

consequence, *massmorph*, *spacewarp*, *addition*, *shape change*, and *alter self* into this spellbook.

Alterations of Tangibles and Intangibles

XP Value: 2,400 GP Value: 24,000

DRAGON Magazine 82

Yagrax penned *melt*, *transmute water to dust*, *item*, *material*, *fabricate*, and *crystalbrittle* into this spellbook.

Ancient Cryptomancy

XP Value: 2,400 GP Value: 24,000

DRAGON Magazine 82

Penned by Phandal, this spellbook contains *send*, *wizard mark*, *secret page*, and *sepia snake sigil*.

Anishta's

XP Value: 7,200 GP Value: 72,000

Dragon's Rest

Anishta, a female human priest, has a magnificent spellbook constructed of steel plates. The pages are bound to the plates using white dragon claws and remorhaz leather. The spells contained herein are: *animate dead*, *bless*, *command*, *cure light wounds*, *detect good*, *detect lie*, *enthrall*, *silence 15' radius*, *feign death*, *obscurement*, *protection from good*, *purify food and drink*, *raise dead*, *speak with animals*, *speak with dead*, *spell immunity*, *spiritual hammer*, and *wyvern watch*.

Arcanabula of Jume

XP Value: 6,800 GP Value: 68,000

DRAGON Magazine 181

This is a rectangular tome, 3 handwidths across by 5 in height, of translucent sheets of polished rock crystal. The sheets are clasped separately to two heavy brass rings and are cut with characters of Ruathlek (the "secret language" of illusionists). Some of the runes are inlaid with colored pastes in ruby red, emerald green, and silver.

An *arcanabula* in the FORGOTTEN REALMS® setting seems to be an illusionist's workbook or traveling spellbook, as opposed to the more complete spell tomes kept in secret by almost all spellcasters. Most *arcanabulas* are nondescript, although illusionists in the Realms have shown a talent for making their books look like something else—such as a musical instrument, a gaming board, a belt of linked metal plates, and so on.

The *Arcanabula* in question is uncommonly

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ornate and formal (as well as unusually beautiful). Assembled by the female wizard Jume, who lived in Baldur's Gate several hundred winters ago, the *Arcanabula* has unusual protective magic upon it. It acts as a *ring of spell turning* with respect to magic of any sort cast either upon it or so as to include it in the area of effect. It cannot be shattered. From time to time (a 6% noncumulative chance checked once every 60 days), the book *teleports* to a random locale in the Realms, regardless of magical barriers, prisons, safeguards, and the like. All we know of Jume today is that she was fat, good-humored, and quite clever in her devising of unique illusionist spells. She was not a specialist in illusions, and the term *arcanabula* is thus not precisely correct when applied to this tome. Nonetheless, it has come down to present-day Realms lore by that name.

The *Arcanabula* contains four of Jume's own spells as well as more widely known spells. Its 22 pages have contain the following: a front cover bearing Jume's rune; a back cover that radiates a very faint silvery glow (which presumably bears most of the protective spells on the tome), and 20 pages between that are either blank or bear one spell each. The pages contain: *audible glamer*, *change self*, *gaze reflection*, *dark mirror* (a unique spell), *hypnotic pattern*, *magic mouth*, *misdirection*, *dispel magic*, *nonetection*, *phantom steed*, *spectral force*, *shadow monsters*, *shadow hand* (a unique spell), *shadow magic*, *prismatic eye* (a unique spell), *shadow gauntlet* (a unique spell), *true seeing*.

Dark Mirror

(Abjuration/Alteration)

Level: 2

Components: V, S, M

Range: 10 feet per level

Casting Time: 2

Duration: 1 round per level

Saving Throw: Special

Area of Effect: Globe, radius of 10 feet per level
Definition: This spell enables the caster to instantly negate magical darkness (including *continual darkness*) or reflect it back upon its caster. It can alternatively be used to allow the caster to see perfectly within or through normal or magical darkness. Which effect the spell will have must be chosen during casting and cannot be altered later. No saving throws apply to this spell, except when darkness is to be reflected back specifically upon a

source creature or item. In this case, a successful save causes the darkness to pass out of existence; failure means that it is successfully reflected back upon its source. Note that if the caster of *dark mirror* chooses to reflect darkness back at its original source area, but not upon a specific thing or being, no save is allowed even if the thing or being is within the area at the time (a mobile being can then leave the dark area behind). Once cast, *dark mirror* remains in effect and can either prevent the formation of or reflect back multiple darkness effects (even several in the same round) until the spell expires. The material components of this spell are a small mirror and a candle, which need not be lit.

Shadow Hand

(Illusion/Phantasm)

Level: 5

Components: V, S

Range: 10 feet per level

Casting Time: 5

Duration: 1 round per level

Saving Throw: Special

Area of Effect: Special

Definition: A *shadow hand* is a human hand-shaped coalescence of force that appears in midair. It is shadowy or smoky in appearance, and translucent, but its size, initial location, handedness (left or right), and luminosity (ranging from nothing to a *faerie fire* equivalent) are all chosen during casting and may not be altered later. A *shadow hand* moves as the caster wills, but continual concentration is not required to maintain it, and the caster can perform other spellcasting. It can serve to point the way or indicate items of interest (such as concealed doors), warn away intruders, or engage in combat. A *shadow hand* cannot be dispelled by physical attacks, nor can it carry weight or affect spellcasting.

This spell can slow to half speed any opponents of less than 1,000 pounds weight trying to push past it, moving to block different opponents as desired. Only one opponent per round can be so affected, but if the *shadow hand* is operating in a narrow tunnel or passage, slowing the foremost of a group of creatures will impede those behind it. A *shadow hand* strikes opponents only when so directed by its caster (the caster can physically fight in the same round but cannot cast a spell). An attack roll is required, the shadow hand having the same THAC0 as the caster. Its strike does 1 point of damage to targets who fail a save vs. spell, and no

damage to those whose saving throw is successful. A *shadow hand* can attack once for every three levels of the caster in any one round, but it has no appreciable force (an opponent cannot be pushed off-balance, nor can breakables be shattered). Its attack, damage, and ability to slow those trying to pass it are all due to its effect on the nervous systems of its opponents; thus, it has no effect against the undead, golems (except flesh golems), mechanical or enchanted monsters, creatures from the Outer Planes, or living beings having no nervous systems (oozes, slimes, and nonsentient plants).

Prismatic Eye

(Alteration/Evocation)

Level: 6

Components: V, S, M

Range: 10 feet per level

Casting Time: 1 round

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: This magic creates a visible orb resembling a human eye (or *wizard eye*) that floats above one shoulder of the caster. The caster can turn the eye and cause it to move (at a maximum rate of 16) up to the limits of the spell range, and he can see through it as well as employing his own normal vision. The eye has 20-foot *infravision*, and normal vision up to 60 feet in good light.

In the round in which it appears (the round after the casting) and once every four rounds after that, a *prismatic eye* can emit a beam of clashing colors equal in effect to a *color spray*. The beam is straight, not fan-shaped, and an attack roll using the caster's base THAC0 is required to strike a target. The beam can affect only one creature. If it misses or the caster does not cause the eye to emit a ray, the power is lost for another four rounds. Instead of a *color spray*, a *prismatic eye* can be willed by the caster to emit *light* as per the *wizard spell*, centered on itself: The intensity is controlled by the caster but cannot be so bright as to blind; it lasts for only two rounds. The *color spray* beam of a *prismatic eye* will strike unconscious (for 2d4 rounds) creatures of up to 6 Hit Dice or levels. It blinds creatures with 7-8 levels or Hit Dice for 1d4 rounds, and stuns more powerful targets (as per *power word, stun*) for one round. All creatures with at least 6 levels or Hit Dice are entitled to a saving throw vs. spell; if successful, the result is always a +1 penalty on the victim's initiative due to

stunning (enough to ruin spellcasting, or delay or spoil a missile attack).

If attacked, the eye is AC 3 and has 9 hit points. The material components of this spell are an eyeball (dried or preserved) from any sort of creature, and a polished, rainbow-hued slice of abalone, oyster, or tortoise shell.

Shadow Gauntlet

(Evocation/Illusion/Phantasm)

Level: 6

Components: V, S

Range: 10 feet per level

Casting Time: 1 round

Duration: 1 round per level

Saving Throw: Special

Area of Effect: Special

Definition: A *shadow gauntlet* is a more powerful version of a *shadow hand* that can wield weapons, snatch at items, or act as a shield for the caster or other creatures. Like *shadow hand*, the *shadow gauntlet* appears in midair, moving as the caster wills, and may range in size from human to giant (12' long), varying in luminosity from dark to the equivalent of *faerie fire*. These specifics, as well as handedness (right or left) and the location of the initial appearance of a *shadow gauntlet* are determined during casting and cannot be changed



after that. A *shadow gauntlet* appears as a gleaming, silvery metal gauntlet. The caster need not concentrate to maintain its existence, but he cannot cast a spell in any round in which the gauntlet is shifted to a new target or makes a direct attack.

In a given round, a *shadow gauntlet* can hamper one creature, slowing it to half its movement rate, temporarily decreasing its Armor Class by 1 point, causing any attacks the victim makes to be at a -2 penalty on attack rolls, and ruining all of the victim's spellcasting except verbal only spells (magical items can still be activated). The gauntlet can instead wield a weapon, striking once per round using the caster's THAC0. Magical weapons can be employed by a *shadow gauntlet*, but it cannot activate magical items. It can strike weaponless once for every three experience levels of its caster in a round (normal attack rolls apply). All weaponless attacks in a given round must be directed at a single target, who is allowed a saving throw vs. crushing blow against each. If failed, the target sustains 2 points of damage; if successful, no damage is suffered.

A gauntlet can also snatch at items held by others. It lacks the strength or solidity to dislodge anything from any grasp, but it can foil *telekinesis* and hamper enemy weapons as described above. It can carry objects weighing up to one pound (such as a key, ring, or a gem) for up to two rounds. Free or laden, a gauntlet has a movement of up to 24. A *shadow gauntlet* can also be interposed between a specific creature (the caster or a being the caster can see) and foes attacking him. (Note that attacks by someone striking from a side not protected by the gauntlet are determined normally.) The *shadow gauntlet* adds +1 to all saving throws and ability checks against attacks hitting the one so protected, and it absorbs 1d2 points of damage from all attacks, physical or magical, that do manage to strike the protected being. The gauntlet can absorb as many hit points in this manner as its caster has before being destroyed. A gauntlet has AC 2 (AC 4 if acting as a shield).

A *shadow gauntlet* can perform only one of the functions described here during a round. If its caster does not concentrate on it, it will continue to perform the last function it was directed to do, moving about as necessary. This does not apply to attacks, however; inattention will cause a previously attacking *shadow gauntlet* to hang motionlessly in midair until control is reapplied. If a caster falls unconscious, the spell ceases its actions; if the caster dies, the gauntlet silently vanishes. If a caster goes insane, the gauntlet wildly attacks random living

beings within range, at double speed (six attacks per round, three at one target, three at another).

Arcane Manipulations of the Entourage

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Otto's first spellbook is an object sought by collectors of the works of deceased wizards. Collectors hope that by compiling the works of famous dead wizards, they can turn a huge profit years later when the wizard's name has become legend. This book is one such treasure. It contains *sleep*, *scare*, *fumble*, *geas*, *Otto's irresistible dance*, and *confusion*.

Arcane Puissance of Memory

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Rary wrote *Rary's mnemonic enhancer*, *forget*, *mind blank*, and *hypnotic pattern* into this spellbook.

Arcane Resistance of Dwarves and Halflings

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Serten penned *dispel magic*, *remove curse*, *Serten's spell immunity*, *antimagic shell*, *dispel illusion*, and *dispel exhaustion* into this book.

Architecture

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Leomund and Mordenkainen collaborated on this work. It includes *Leomund's secure shelter*, *Leomund's tiny hut*, *forcecage*, and *Mordenkainen's magnificent mansion*.

Art of Communications and Sigils

XP Value: 2,000

GP Value: 20,000

DRAGON Magazine 82

Flamsterd wrote this powerful spellbook, which includes *explosive runes*, *power word stun*, *power word kill*, *power word blind*, and *symbol*.

Ashakar's

XP Value: 9,200

GP Value: 92,000

Port of RAVEN'S BLUFF

Ashakar, a triton wizard, has a spellbook constructed from seaweed and sponge. It includes the following wizard spells: *charm monster*, *comprehend languages*, *continual light*, *detect magic*, *dimension door*, *dispel magic*, *friends*, *hold person*,

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identify, infravision, know alignment, lightning bolt, magic mirror, mending, mirror image, monster summoning I, read magic, secret page, shocking grasp, whispering tide (similar to whispering wind), wizard lock, wizard mark, and wraithform.

Aubayreer's Workbook

XP Value: 7,200

GP Value: 72,000

DRAGON Magazine 92

This book is fashioned of a long strip of green hiexel bark, folded and refolded upon itself accordion-fashion. It is bound, protected, between two rectangular pieces of oiled wood held together with hemp cord. Upon one of the boards is carved a rune, and by this rune the work can be identified as that of the wizard Aubayreer.



Aubayreer was a wizard of the Dalelands in the first days of settlement, and later sailed east to what is now

Aglarond, where he founded a sorcerous ruling dynasty that continues to this day. The many works Aubayreer made while High Mage of Aglarond, and later Mage-King, are kept securely in the libraries of the palace there, but the original workbook Aubayreer developed as an apprentice to the Mages of the Covenant has been lost.

Early in the reign of Lurskas, grandson of Aubayreer, thieves broke into the royal libraries. Several were slain by the guardians and protective magic of the place, and these indeed kept the more powerful tomes safe, but the workbook was stolen. It vanished into the debatable lands east and south of Aglarond, and no definite trace of it has been found since, although reports of the activities of several wizards (notably Nuzar of the Seven Curses) have hinted that they had seen *Aubayreer's Workbook*, or at least copies of the two spells Aubayreer developed which close the work.

That the book still exists is attested to by the unceasing efforts of the royal house of Aglarond to recover it. The present ruler, the shapeshifting Mage-Queen known as "The Simbul" is known to have slain the wizard Thanatus and ransacked the libraries of the school of magic at Mirrorstar in her attempts to seize the workbook.

Aubayreer's lone apprentice, the now-dead wizard Nytholops, set down in his *Chronicles* the contents of the workbook, for it was from this book

(and no other) that Aubayreer taught him the Art.

There are (or were) 18 faces of folded bark in Aubayreer's Workbook. The foremost is usually blank; it served as a surface for various magical protections (*explosive runes, symbols, and the like*) when desired. The next 14 surfaces contain the spells *read magic, burning hands, dancing lights, enlarge, identify, light, message, write, ESP, wizard lock, dispel magic, explosive runes, fireball, and extension I*. Then follow three special spells—*hailcone* (Aubayreer's version of *ice storm*), and two unique spells, *Aubayreer's phase trap* and *thunderlance*.

Hailcone

(Evocation)

Level: 4

Components: V, S, M

Range: 10 feet per level

Casting Time: 6

Duration: 1 round

Saving Throw: None

Area of Effect: 30-foot diameter cone

Definition: The spellcaster, by use of a pinch of dust (a grain or two of sand will suffice) and a few drops of water, causes large (2-inch and greater) hailstones to rain down in a conical area, from a focus 30 feet above a surface or desired target downward in a cone opening to 30-foot base diameter. Creatures within the area of effect suffer 3d10 points of damage, and exposed items must save vs. crushing blow to remain undamaged. If the spell is cast in midair, creatures that fly as close as 6 feet below the focus and within the 3 feet of the diameter range of effect will take 1d10 points of damage. Only fragile items within this area (from 3 to 6 feet beneath), such as glass or parchment, must make a saving throw. Creatures that fly more than 6 feet beneath the focus in the area of effect may be struck by hailstones and become aware of the spell's effect, but these stones have no appreciable force and will do no damage.

Phase Trap

(Alteration)

Level: 4

Components: V, S, M

Range: 20 feet

Casting Time: 3

Duration: 1 round per level

Saving Throw: Neg

Area of Effect: One creature

Definition: With a word, a gesture, and the cast-

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ing of a small, transparent colorless gem of not less than 50 gp value into the air (where it is consumed), the spellcaster affects any one target creature possessing the ability to *phase shift* (become Astral or Ethereal) that is within a radius of 20 feet. (If no such creature is present, nothing will happen, and the spell and gem are lost.) If the creature fails to save vs. spell, it is forced into its opposite phase and magically held there for the duration of the spell.

An encountered phase spider, for example, that was "in phase," physically attacking at the instant of a caster's completion of a *phase trap*, would be forced "out of phase," and unable to attack until the expiration of the spell. If it was out of phase (ethereal) when affected, it would be forced back into phase and become vulnerable to physical attack at normal attack odds, until the spell was exhausted.

This spell affects creatures employing spells or natural powers, and is effective against *blink* and *dimension door*, halting creatures employing either completely and forcing them into phase on the Prime Material Plane. Creatures who can adjust the molecules of their bodies lose all such powers while *phase trapped*. These powers include the xorn's and xaren's *pass through stone* ability, plus the psionic powers of body weaponry, ethereal traveler, and dimension door—but not *dimension walk* or abilities that affect the molecules of other things, such as molecular agitation and molecular rearrangement. After the expiration of a *phase trap* spell, such powers will return, unless their own duration had elapsed while the *phase trap* was in effect. A target creature that is *plane shifting*, *teleporting*, or using *transport via plants*, *phase door*, or *pass plant* spells is unaffected, but a creature in an extradimensional space of lesser, limited extent (such as someone embodied in a *rope trick* spell or a *portable hole*) will be forced to appear and remain on the caster's plane for the duration of the spell.

Xorn and xaren, and any such creatures that can "phase" their way through solid matter, save against this spell at -2. Note that the spellcaster need not know or have seen the precise location of a creature, or even be certain of its presence, to affect it. If more than one eligible target is within 20 feet, the *phase trap* will affect one of them at random—unless the caster perceives only one such creature before or while casting, in which case that creature will be affected.

A creature possessing the potential to become astral or ethereal can be affected by a *phase trap* if

in range when it is cast. The affected creature will be unable to effectively exercise such powers until the spell wears off—regardless of how far the creature might move away from the caster. If the affected creature is a spellcaster with an *astral spell*, for instance, the spell cannot be used while the victim is *phase trapped*—and any attempt to do so will ruin and waste the spell. If the affected creature tries to use *oil of etherealness* or any other *phase-shifting* magical item, the magic will have no effect until the duration of the *phase trap* expires.

A creature on the Astral Plane when the *phase trap* is cast saves against this spell at +1. A creature on the Ethereal Plane or the Prime Material Plane saves at normal odds.

Thunderlance

(Evocation)

Level: 4

Components: V, S

Range: Touch

Casting Time: 4

Duration: See below

Saving Throw: None

Area of Effect: One creature

Definition: Casting this spell brings into existence a thin shaft of faint grey, shimmering force extending 10 feet from the caster's pointing finger. The *thunderlance* is weightless and intangible, but if any creature touches or passes through any part of it, the lance vanishes with a loud clap of thunder and the creature struck is dealt 4d6 points of damage. The lance may be willed out of existence by its caster at any time without any discharge or harm to the caster (although the spell is lost) and disappears if the caster dies, loses consciousness, or begins another spell.

The caster can employ a *thunderlance* in many ways—held steady as a barrier against some creature's passage or as a tripwire, at ankle height, to stop a pursuer. It is also highly effective when wielded as a weapon; the caster can move his or her arm and finger about to strike with the lance. In any combat situation against a *thunderlance*, potential victims are regarded as having a base Armor Class of 10 (before any Dexterity adjustments); the blow of the lance is transmitted through armor and shields, and the presence of such protection does not benefit the target of a *thunderlance* attack. However, the bonuses of magical armor and shields are not negated, and will improve a target's effective AC by the amount of the bonus.

The damage of the lance is a physical blow, as opposed to (for instance) a discharge of electricity. It is fully effective against creatures that are resistant or immune to either blunt or edged weapons (since the lance is actually neither of those).

The touch of a *thunderlance* destroys a *shield* spell, *wall of force*, or *minor globe of invulnerability*, but the lance itself discharges (vanishes, without damaging anyone) upon contact. Stronger protective spells (such as *antimagic shell*) also cause the lance to discharge, but will themselves withstand the shock of its strike and remain in existence. A lance penetrates fire, water (including ice and snow), and electrical discharges of natural or magical origin (*wall of fire*, *wall of ice*) without discharging, and thus the caster may strike through all such phenomena at an enemy.

Anyone wielding a *thunderlance* (after the spellcasting is complete, before but the lance has discharged) cannot be harmed by *magic missile* spells, regardless of the direction from which they strike—their force passes harmlessly through the lance wielder to be absorbed by the lance, increasing the damage the lance does when it discharges by 1d4+1 points per missile. This will not occur if the lance wielder has some other magical protection against *magic missiles*. A *thunderlance* does not confer protection against other forms of magical attack, nor can it be passed to any other creature without discharging—an ally cannot wield the lance on the caster's behalf.

Avran Greenstrider's

XP Value: 4,000 GP Value: 40,000

Legacy of Blood

Avran's spellbook contains the following spells: *hold portal*, *light*, *read languages*, *sleep*, *continual light*, *invisibility*, *phantasmal force*, *hold person*, *lightning bolt*, and *protection from evil* 10' radius.

Barrik's

XP Value: 1,600 GP Value: 16,000

Quest for the Silver Sword

This book contains the following spells: *charm person*, *detect magic*, *magic missile*, and *sleep*. If the book is taken, it can be used like a magical scroll (with each spell being cast once and then fading away as its power is expended). If the book is not used in this manner, characters can copy the spells into their spell books.

Bashal's

XP Value: 9,600 GP Value: 96,000

DRAGON Magazine 179

Bashal's spellbook, which might still reside with the Cowled Mages, is bound in black leather with brass bindings. Within its pages, besides the formula for recreating the membrane for *Bashal's tendrillight*, are found these spells (in order): *armor*, *friends*, *find familiar*, *continual light*, *deep pockets*, *levitate*, *knock*, *rope trick*, *web*, *wizard lock*, *knock*, *fly*, *infravision*, *lightning bolt*, *phantasmal force*, *slow*, *sepia snake sigil*, *dimension door*, *ice storm*, *massmorph*, *polymorph self*, *cloudkill*, and *wall of force*.

of Bats

XP Value: 8,800 GP Value: 88,000

The Magister

This gruesome-looking tome is tall and narrow, being 3 handwidths across but 9 handwidths top-to-bottom. Its 22 pages are of polished electrum, stamped and etched with the symbols and script of spells, one to a page. The book's covers are plates of blackened, sealed oak, bound about with the tattered, leathery hides and wings of black bats of large size, claws still attached.

This fell tome is of unknown origin. It contains spells created by (or at least attributed to) the long-ago wizards Beltyn and Shaeroon, but may well



have been assembled long after their deaths. It first appears in recorded Realmslore among a satrap's treasures in Calimshan some 210 winters ago, and since then has had a bewildering variety of owners, being stolen or seized many times by wizards or minor rulers who slew the previous owner. Its present location and owner are unknown; thieves plundered a ship in Calimport that was to carry it to Tashluta last summer, where it is believed the Archmage Malharduu had arranged its purchase.

The wizard Khondall Sszundar catalogued the volume's contents when it was (briefly) in his hands—he purchased it from the merchant Chulu Thall of Ithmong, and lost it when his tower was destroyed by fiends sent by an unknown foe. The tome reappeared in Innarlith soon after, but was stolen again. Khondall's catalogue tells us that the book contains the following spells: the rarely-seen priests' prayer *censure* (described below), and the wizard spells *feign death*, *protection from good 10' radius*, *slow*, *Belyn's burning blood* (a unique spell, described below), *dimension door*, *fear*, *polymorph other*, *wall of fire*, *animate dead*, *cloudkill*, *cone of cold*, *feeblemind*, *hold vapor* (a unique spell, described below), *telekinesis*, *wall of iron*, *antimagic shell*, *death spell*, *geas*, *invisible stalker*, *project image*, and *Shaeroon's scimitar* (a unique spell described below).

Censure

(Conjuration/Summoning)

Level: 4

Components: V, S, M

Range: Touch

Casting Time: 4

Duration: 11 hours per level

Saving Throw: Negates

Area of Effect: One Creature

Definition: To enact this spell, the priest must touch a target creature with his or her holy symbol (the material component of the spell, which is not consumed in the casting). If a successful attack roll indicates that the priest has done so, the priest, by word and gesture, "casts out" the target of the spell. The target creature is allowed a save vs. spell, and if it fails, the creature is marked by the spell. The mark is visible only to the casting priest and those of the same faith. Other priests of the same alignment who worship other deities instinctively react with fear, hatred, and aversion to a *censured* creature, and do neither trust nor willingly aid it.

Those faithful to the same deity able to see the mark refuse to aid or even approach the creature, and ignore it if it attempts to deal with them, or drive it away if it tries to enter a building, home, or even a territory controlled by one who can see the mark. The mark is invisible to the one bearing it, who may not even know of its existence if it was bestowed in a battle or while the victim was asleep or unconscious, and shines clearly through clothing or disguises.

Worshippers can thus readily spy upon and follow those marked as enemies, even in crowds or busy city streets. It will be revealed to others by *detect magic*, and can readily be removed by *dispel magic*. Priests are warned that misuse of such a spell brings about divine disfavor.

Belyn's Burning Blood

(Necromantic)

Level: 4

Components: V, S, M

Range: 10 feet per level

Casting Time: 4

Duration: 3 rounds

Saving Throw: Negates

Area of Effect: One creature

Definition: By means of this spell, a wizard can cause any creature who is presently bearing open, bleeding wounds (such as one who has been damaged by edged weapons recently and whose wounds have not yet been dressed or healed) to suffer 3d4 points of additional damage per round, by causing a subtle, temporary change in the victim's blood, causing it to be corrosive to adjacent tissue.

Obviously, the creature must have blood to be affected (elementals, undead, and many of those not of the Prime Material Plane are immune—as are all creatures immune or even resistant to corrosive or fiery damage), and the material components of the spell are the presence of exposed blood in the victim and a pinch of saltpeter. The spell causes no damage if the target's saving throws vs. spell, (at -3) are successful. For each of the three rounds of the spell, during which the caster need not concentrate, the priest may cast other spells. In any round in which the target saves, no damage is inflicted by the spell, but this result has no influence on the saving throws of any remaining rounds. A successful saving throw never means the spell is unable to ever affect the target. No attack roll is required for this spell, and the target need not even be visible to the caster,

but the target must be within range of and known to the caster, and cannot be astral or ethereal, to be affected. The caster must visualize the target (or the target's location) during casting.

Targets who have altered their shape or entered other objects (such as a tree, or stone) are still vulnerable to this spell. Creatures who have powers of regeneration may only be vulnerable to this spell for a 1d2 rounds.

Hold Vapor

(Conjuration/Summoning)

Level: 5

Components: V, S, M

Range: 10 feet per level

Casting Time: 5

Duration: Special

Saving Throw: Special

Area of Effect: 20-foot-radius globe +10 feet per level

Definition: This spell allows a wizard to halt or prevent the movement of any visible clouds or vapor in a given area distinct from the air around, such as a gaseous weapon, *pyrotechnics*, *fog cloud*, *cloudkill*, or *incendiary cloud*. Such enforced immobility may be continued for as long as the caster continues to chant and concentrate on holding the vapor. If such a hold is ever lost (through the caster being silenced for an entire round—the chant can be interrupted for short periods—or rendered unconscious, or ceasing concentration to cast another spell) it can never be regained except by use of another spell; the hold is broken and the magic expires. The hold prevents the gas clouds from altering shape, breaking up, or moving about in any way. Oxygen (that is, "air") may pass freely through and about such vapor, dissipating it if its formative magic expires, and allowing, for example, a flammable vapor to burn or explode if it is held by *hold vapor* and attacked with fire.

The hold is absolute, even in the face of natural gales or magical gusts of wind (unless these affect the chanting wizard, not the vapor, enough to break the hold, as described above). If the *gaseous form* is that of an intelligent creature who is normally in control of personal movement, such as a wind walking priest or a vampire in gaseous form, the affected creature receives saving throws as follows: the hold is absolute in the first round of its existence, a saving throw vs. spell at -6 is allowed on the second round, at -5 on the third, at -4 on the fourth, and so on, up to a maximum of +6 on the

14th round and any rounds after that. If such a saving throw is successful, the spell ends instantly, and the creature is free to move. Until the spell is so broken, a *gaseous-form* creature cannot move, nor can it change to a nongaseous form even if it normally has the ability to do so. Note that spectral, ethereal, and insubstantial forms (such as those of many undead) that are not gaseous cannot be affected by this spell. This spell cannot be used to push or direct a vapor, or control it in any way, but only to halt and hold it.

The material component of this spell is a balloon or bladder into which the caster blows.

Shaeroon's Scimitar

(Evocation)

Level: 6

Components: V, S, M

Range: 20 feet

Casting Time: 6

Duration: Special

Saving Throw: Negates

Area of Effect: Special

Definition: By means of this spell, a wizard brings into being a shimmering, scimitar-shaped blade of force. This scimitar appears in the air directly above a target creature, hanging point downwards some 2 feet above the head (or uppermost point) of the target creature. Invisible to all but the caster and those employing *detect magic*, the scimitar has no physical existence, and cannot be attacked, magically repulsed, dispelled, or left behind by *teleportation* or travel to other planes. It will fall (upon the target creature only, regardless of physical or magical barriers) upon the fulfillment of a single condition set verbally during casting of the scimitar, doing 1 point of damage per level of the caster of the scimitar. The unwitting target creature is allowed a saving throw vs. spell at this time and if successful, the scimitar dissipates harmlessly into nothingness, and the spell is wasted. Otherwise, it plummets downwards in 10 seconds, vanishing upon contact with the target's body, dealing its damage in a convulsion of wracking pain that momentarily affects movement, speech, spellcasting, and even posture—victims of a scimitar often fall, writhing, to the ground. Typical conditions include the target creature uttering a certain name or word, or commencing spellcasting, or drawing a weapon, or going to sleep. The condition cannot be tied to a specific time or location (that is, it can be "entering a room," but cannot be "entering a particular room only"), and in some cases many

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years have passed between the casting of a scimitar and its strike. A *limited wish*, *wish*, *alter reality*, or similar very powerful magic can destroy the scimitar—unless, of course, the casting of such a magic is the condition which will cause the scimitar to fall. The material component of this spell is a miniature scimitar carved of rock crystal, clear diamond, or clear sapphire (of a value of not less than 300 gp; miniatures of the latter two substances may cost 10 times that much).

Bigby's

XP Value: 6,000

GP Value: 60,000

Mordenkainen's Fantastic Adventure

This spellbook contains: *affect normal fires*, *hold portal*, *magic missile*, *shield*, *detect evil*, *mirror image*, *rope trick*, *stinking cloud*, *fly*, *lightning bolt*, *phantasmal force*, *charm monster*, *minor globe of invulnerability*, *conjure elemental*, and *teleport*.

of Black Circles

XP Value: 4,000

GP Value: 40,000

DRAGON Magazine 139

The *Book of Black Circles* is a finely crafted volume 2 feet high, 1 foot wide, and 4 inches thick. The cover is made of soft black leather taken from the throat of a black dragon and wrapped around a wooden frame. The interior pages are fashioned from the finest vellum and are bound to the spine of the book with threads of black silk. The cover is blank except for the inscription of five silver circles in the upper half of the cover; four are arranged in a square, with the fifth in the center of the square thus formed. The book's name is thought to refer to its creators or its innate powers rather than the cover design.

Whether the *Book of Black Circles* was designed as a single work, copies of which have appeared repeatedly over history in widely disparate locations, or was designed as several works, each with roughly the same power (which seems more likely), is currently a matter of some contention among the sages. Whatever the case, it is indisputable that this tome and its copies have been found in the strongholds of many of the organizations of evil magi. This was particularly true of the Black Circle (which is thought to have created the work). The Circle was brought low following its attempted takeover of Shalom hundreds of years ago. Copies have also been discovered in the redoubts of the Hand of Destiny and the Htiat. As these groups still wield considerable power in Shalom, however, it is

uncertain where such information could be accurately obtained, and it must therefore be treated with skepticism. No copies of the book exist in any of the various libraries of Shalom at present, nor do any wizards who do not belong to the organizations mentioned above claim to have access to such copies, with the sole exception of the dark elf Archmage, Rathe. Information can be gleaned from various sources, though Rathe is unwilling to reveal any details concerning the book.

It is generally recognized that the *Book of Black Circles* was used to train young wizards in the dark arts, especially those who wish to join a cult or an organization of evil design. It is apparent that the book contains a few powerful and unique spells to test young wizards and determine their worthiness to advance through the ranks. It also contains a few less powerful, common spells used to train young wizards. (It should be noted that the use of these spells, while not intrinsically evil, is largely limited to the holders of these books; however, there are persistent if unfounded rumors that several groups of good wizards have used similar spells to both locate and train their adepts). In addition to the spells it contains, *The Book of Black Circles* details the process of advancement of the wizards and the methods of their instruction in the dark arts, as well as the proper construction of magical circles.

The only other information available on the *Book of Black Circles* comes from a page of parchment that the renowned thief Vadour stole from the Archmage Rathe several decades ago, when the wizard had considerably less power. The parchment is now kept in the Library of the Imperial University in Sestar. If this manuscript is to be relied upon, then other powers may also be attributed to Rathe's book and perhaps others like it.

Each of the silver circles inscribed on the cover of the book triggers a *continual darkness* spell (maximum of once a week per circle, performed at the 18th level) if touched by any being who is not lawful evil. This spell is centered on the toucher, who may escape the effects with a saving throw vs. spells (in which case the spell centers on the book). Any lawful evil being may see through the *darkness* with ease. Several magical protections are also attributed to the copy of the book in Rathe's possession, which may be either standard to such a book or unique to Rathe's copy, as the DM chooses. The protections on the book may be designed by the DM and should probably take the form of at

least one *symbol*—possibly several. The specific types of *symbols* employed are not revealed in the parchment stolen from Rathe. Few if any copies of these books have mundane protections such as locks, traps, or the like. The spells set down in *The Book of Black Circles* are written in standard form and may be found in an appendix at the back of the book. They include *block advancement* (unique spell), *charm person*, *conquer self* (unique spell), *discern* (unique spell), *feeblemind*, *geas*, and *hold person*. *The Book of Black Circles* contains all the information on magical circles found in the *DMG*, 1st Edition and in *Unearthed Arcana*. The three unique spells found in the book are as follows:

Discern

(Divination)

Level: 7

Components: V, S, M

Range: Touch

Casting Time: 1 turn

Duration: Permanent

Saving Throw: None

Area of Effect: 10 feet

Definition: A wizard who casts a *discern* spell is provided (or provides another) with the ability to determine if a person has the potential to become a powerful wizard. Once cast, the *discern* spell is permanent (though subject to *dispel magic*) and functions continuously, without concentration by the recipient of the spell. The spell may be cast by any wizard of the necessary level, though the recipient of the spell must be a wizard of at least 5th level; the spell may also be applied to the spellcaster. *Discern* is used primarily as a recruiting device for various magical orders and schools of every sort of alignment and ethic.

Once cast, *discern* confers upon the recipient the ability to magically determine if a person has the potential to become a powerful wizard simply by being within 10 feet of that person and interacting in a normal fashion with the candidate for two rounds. The recipient of the spell perceives the potential for using magic by a candidate as a dim aura surrounding the subject. The aura is invisible by any other means, including *true sight*, *true seeing*, *infravision*, or other types of magical or normal vision, and is so dim that it cannot be perceived in bright light (such as direct sunlight). The aura is of constant strength, regardless of the potential of the candidate. For game purposes, a human, elf, or half-elf scanned by this spell registers favorably if

he has an Intelligence of at least 14 and scores of 6 or better in all other characteristics. A variation of this spell may exist that is more selective and detects only those who have the potential to become great illusionists as well (thus including gnomes among the races affected, but detecting only those persons with Intelligence scores of 15 or better and Dexterity scores of 16 or better).

Even if a positive result is obtained, the spell in no way guarantees that the person will become a great wizard (or even a wizard at all); it simply indicates ability based on Intelligence, aptitude, and the will to achieve. *The Book of Black Circles* stresses the fact that the spell is no more than a prediction; even if a person has the ability, he or she may elect not to become a wizard, quit before reaching a high level, or die before achieving greatness. The DM should exercise some judgment regarding who is highlighted by this spell's use. The material component of the spell is a *gem of seeing* or a similar magical device (such as *eyes of minute seeing*) which allows for a special type of vision. The material component is consumed when the spell is cast.

Block Advancement

(Abjuration/Charm)

Level: 8

Components: V, S, M

Range: Touch

Casting Time: 1 turn

Duration: Permanent

Saving Throw: Neg.

Area of Effect: 1 person

Definition: When a block advancement spell is successfully cast upon an individual, the character is instantly stripped of the ability to advance in levels of spellcasting ability until the recipient successfully survives the ordeal induced by a *conquer self* spell. The spell affects only a single wizard of no less than 5th level, no greater than 15th, and of an alignment identical to the caster. *Block advancement* cannot be removed otherwise except by the use of a *wish* spell.

The recipient of the spell is allowed a saving throw vs. spell (which is forfeited by a willing subject), and the spell does not come into effect if the saving throw is successful because the spell was designed to stop the advancement of any wizard deemed not worthy of power until such time as he proved himself. The original researcher of the spell (most likely a member of the Black Circle) assumed that the recipient would be will-

ing to receive the spell (the alternative was death). However, if the spell is applied to an unwilling subject and the wizard makes a successful saving throw, he or she suffers damage points equal to twice the number of levels possessed by the caster but is otherwise unaffected.

Once *block advancement* comes into effect, the recipient cannot learn any new spells (though new spells may be recorded in the wizard's spell books) nor can any spells be cast of a level above the highest level that the wizard was able to use before being blocked. He or she may, however, gain more spells of the levels currently held. Thus, if cast upon a 5th-level wizard, *block advancement* would prohibit the wizard from casting 4th-level spells until the spell was removed (but would not prevent the attainment of additional 3rd-level spells). A *block advancement* spell does not prevent a wizard from gaining experience points while it remains in effect, nor does it prohibit the wizard from gaining new weapon and nonweapon proficiencies and additional hit points when enough experience is gained to advance in level. Advancement in level occurs as it normally would. Thus, the net effect of the spell is only to limit a wizard to the current level of spellcasting ability. Once the spell is removed, the recipient immediately gains all of the normal spellcasting abilities appropriate to his or her level. The material component of the spell is a small jade statue of the recipient of the spell, upon which a *feeblemind* spell has been cast prior to the casting of the *block advancement* spell. The statue is not consumed by the spell, but may only be used for one person. Once the *block advancement* spell has been removed from the recipient, the statue shatters.

Conquer Self

(Abjuration/Alteration)

Level: 9

Components: V, S, M

Range: Touch

Casting Time: 1 round

Duration: 6 hours

Saving Throw: See below

Area of Effect: 1 person

Definition: Upon the completion of this spell, the recipient of a *block advancement* spell begins a great personal ordeal which either results in death or in the removal of the *block advancement* spell and the gaining of an experience-point bonus—if the wizard is deemed worthy by the power of the *conquer self* spell. The spell is use-

less for any other purpose. If cast upon an individual not under the effects of a *block advancement* spell, *conquer self* vanishes from the spellcaster's memory with no effect. *Conquer self* must be cast by a wizard of the same alignment as the recipient.

Once cast, the recipient undergoes a six-hour ordeal during which he is rendered helpless by wrenching pains and powerful hallucinatory visions—hence the recipient is usually placed in a special area where he is relatively safe from attack (Interestingly, *The Book of Black Circles* reports that the visions experienced during the ordeal are occasionally prophetic or based on actual events or areas that the recipient may not have witnessed.) The outcome of the ordeal is dependent upon the actions of the recipient since he received the *block advancement* spell. Although the recipient is automatically affected by this spell if he meets the previous requirements, the final outcome of the spell is dependent upon a successful saving throw of 20. This saving throw roll is modified by several conditions, most of which are dependent on the actions and performance of the recipient. No form of magic affects this saving throw (including items such as a *luckstone*), and all other saving throw modifiers from which the wizard would normally benefit are similarly ineffective. The modifiers apply only from the time of the application of the *block advancement* spell. They are as follows:

Condition	Modifier
Per 100,000 XP gained	+1
Perfect alignment performance	+3
Average alignment performance	+1
Poor alignment performance	-1
Every successful (major) quest performed for the organization	+4
Each point of intelligence above	12+1
Evaluation of recipient by caster of <i>conquer self</i> spell (mediated by DM), based on recipient's ability, ambition, heroic actions, etc.	-3 to +3

If the recipient makes a successful saving throw, the trance ends after six hours. At this time, spellcasting abilities appropriate to the present level are regained and a 10% experience point bonus awarded for all experience earned since *block advancement* was cast upon the character. If the recipient fails the saving throw, death

results at the end of the six hours; he or she may be *raised or resurrected* in the usual manner, though still suffering from the effects of the *block advancement* spell. The saving throw always fails if the result of the roll is 1, regardless of modifiers to the roll. The material component of the spell is the jade statue that was used when the *block advancement* spell was originally applied to the recipient; at the conclusion of the *conquer self* spell, the statue shatters.

Blessed Book of Cures

XP Value: 800

GP Value: 8,000

CARDMASTER Adventure Design Deck

Written in the *Blessed Book of Cures* are two 3rd-level healing spells.

of the Blind

XP Value: 400

GP Value: 4,000

DRAGON Magazine 82

An evil character who studies this book will lose the use of his or her eyes at the end of one week of study. A *cure blindness* spell will get rid of the affliction for 1d4 days; a *remove curse* spell will bring back the character's sight permanently.

Book With No End

XP Value: —

GP Value: —

Book of Artifacts

The *Book With No End* is a modestly sized tome with covers bound in the hide of a hatchling red dragon and hinged in gold. A golden clasp seals the volume and illuminated sigils are emblazoned on the front and back. The pages are made of thick parchment, smooth and uniform, and edged with gold leaf. Despite its curious name, the book has exactly 100 pages and weighs about 8 pounds. All told, the book is notably mundane in appearance.

The *Book With No End* was created by a wizard of little note or reputation known now only as Magus. No direct records of this wizard, his ambitions, or the means by which he created the book exist, but several sages who have spent time in the study of this treatise agree that, based on the properties of the tome, Magus was striving to make a device of some considerable power—no doubt for world domination or a similar unattainable goal.

Whatever Magus's ambitions, his wizardly skills were not up to the task. There is little doubt that he created an item of considerable power, but his workmanship was flawed. Tales say that in his greed for power he rushed his work, taking short-



cuts where time and patience would have been better rewarded. Blind to his own mistakes, Magus managed to create a device that consequently devastated the entire countryside the first time he attempted to use it. Instead of granting him the power and mastery he desired, the *Book With No End* pushed the already unstable wizard over the brink of sanity.

Since Magus's day, the book has appeared several times, sometimes with beneficial effect and sometimes to the utter woe of all who find it. It supposedly provided the power needed for the wizard Vorst Dircson to overthrow the hated lich-king of the North. It was also supposed to be the cause of the madness that seized the wizard-scholars at the College of Fire in Halverston (a madness that ended in the explosion of that academy and the devastation of Halverston's port). It is clear from these and other incidents that the book is intended for wizards and even they must handle it at their own peril.

The current whereabouts of the book are unknown. Deceitful rogues have been known to pass fake copies onto gullible wizards. This is really much simpler than it sounds, since normal detection and magical checks are known to fail on items of artifact power.

The *Book With No End* is an acceptable item for player characters to find and use, although

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prolonged use risks the death of the entire adventuring party. Because most of its effects last only as long as a PC has the book, it is possible for it to be introduced and removed with little long-term damage to a campaign.

Because of the book's ordinary appearance, it is possible for the characters to obtain it from someone who does not know its true value. It is equally possible that the characters might have no idea of what they have. This process of discovery, either by accident or as a result of the plots and schemes of others seeking the book, constitutes an adventure in itself.

Discovering and deciphering the riddle of the book may also be part of a greater adventure. In this case, there is a greater threat to the player characters (and the world)—possibly the appearance of an even greater evil artifact in the wrong hands. The book then becomes a desperate but useful means of defeating the foe.

Once the book has served its purpose, it is best removed from the campaign. Wise player characters may do this on their own; otherwise, it may have to be stolen, or worse still, the curse triggered. Of course, at least one player character will have to die to save the others in this case.

All the powers found in the *Book With No End*, whether constant or invoked, are found on specific pages. The book has only 100 pages (far shorter than the infinity its title implies) and of these only 27 have anything on them. Reading any page is possible only with the use of a *read magic* spell, one spell needed per page.

The pages are unnumbered and as the player characters the read pages, it is their responsibility to track the page numbers and spells for later use.

Constant Powers: Wizards in possession of the book have all of their spell potencies increased by 150% (range, duration, area of effect, and damage). In addition, the personal enhancement powers are in effect any time the wizard is touching the book.

Invoked Powers: The invoked powers can only be used when the wizard opens the book to the correct page and reads it aloud. A *read magic* spell is not necessary for this second reading.

Curse: PCs of classes other than wizard suffer 5d10 points of electrical damage (a successful saving throw vs. spell is necessary to halve the damage) upon opening the book. The user also risks *artifact possession* with each page read. The possessed seek to lead in all things and eventually to rule absolutely.

Every time an invoked power of the book is used, there is a 5% chance of triggering a monstrous dev-

astation as the animus of the book drains 10d10 points of damage from every creature within 100 yards. An owner who is killed becomes a picture on one of the book's blank pages.

Suggested Means of Destruction:

- When the blank pages are filled with images of its owners, its power is lost.
- The spirits of those trapped by the book must be freed.
- Each page must be incinerated in the fiery breath of a red dragon.

Bosero the Drunkard's

XP Value: 8,400

GP Value: 84,000

City of the Gods

Bosero's spellbook contains the following spells: *charm person*, *cloudkill*, *conjure elemental*, *continual light*, *detect evil*, *detect invisibility*, *detect magic*, *dimension door*, *dispel magic*, *fireball*, *fly*, *hold monster*, *hold person*, *knock*, *polymorph others*, *projected image*, *protection from evil*, *read magic*, *remove curse*, *stone to flesh*, and *wizard eye*.

Bowgentle's Book

XP Value: 21,600

GP Value: 216,000

DRAGON Magazine 97

This slim, black volume is most expertly bound in glossy, tooled, black leather—the best yoxen-hide, from the yoke-oxen, or “yoxen” of the plains of Amn. This has been stitched into a full-fitted cover encasing two slabs of slate, and worked on the outside into a repeating pattern of a human and a dragon confronting each other, each spouting flame at the other. Within are 53 sheets of the finest white vellum, all sewn to a spine-cord strip of black leather with spun silk thread, the whole being of the most delicate workmanship. (Several additional pages seem to have been torn out.) The pattern of the covers extends without a break over front, back, and spine, leaving only a lip or border around the edges of the tome, and an oval plate or raised area in the center of the front cover, which bears the character known as “Bowgentle's Rune,” thus:



Bowgentle of Silverymoon was a wizard of gentle speech and manners, loved and revered in the

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North and the Sword Coast cities in his day, for he believed that magic belonged to all, and all should benefit from it. Many good works were ascribed to his name over the years he wandered the Realms, and legend has rounded out his deeds. Bowgentle continually sought new spells—and he embarked on reckless ventures to gain them, such as the plundering of Raurgoch the black dragon's hoard (slaying that monster with the very magic found in its treasure) and the breaking open of the mage-king's tomb, where the legendary mage, now living in lichdom, guarded his spellbooks as fervently as the crumbling bones of his mistresses and his dogs.

And ever did Bowgentle give of his knowledge to all who had the ability, and wrote out spells tirelessly for those who were too young, too sick, or yet unborn. He paid for the hospitality given him on his travels with spells, cast for good ends, and his name is yet remembered with affection and awe. It is often said of a gentle, shy, and well-favored babe that it "has Bowgentle's eyes," and an act of selfless kindness is oftentimes agreed to be properly "of Bowgentle's way."

When he grew old, Bowgentle came to the School of Wonder, founded some years earlier by the wizards Myrdon and Salasker, and wrote down his spells for the apprentices there. He passed on his way, and, when word came shortly after that of his death in a snowstorm in the high forests, the Masters commanded that Bowgentle's written spells be collected from the apprentices and closely-guarded in the library there, for all to see and use. This was done, the book being constructed by elven craftsmen, and the cover depicting a famous scene of Bowgentle's youth: his fiery battle with a red dragon, whom he teased (and enraged) by gouting flame back at it, before he vanquished the beast.

The book did not remain at the school for long, however—fiends slew its masters and most of the apprentices, and set the towers ablaze one crisp winter night (fiends, some whispered, summoned by careless or jealous and vengeful novices who lost control of their Tanar'ri servitors). The school was no more. Thieves were the first bold enough to venture into the smoking ruin, and one must have found and safely taken away *Bowgentle's Book*, for it surfaced some years later in Scornubel, identified by the sage Laertilus as among the treasures he appraised for Vaerum, the Master Thief. Vaerum, head of a local thieves' guild, soon fell victim to a "gray war" (one of the oft-

occurring skirmishes between rival guilds), and the book vanished. Its present fate and whereabouts are unknown, but it is thought by most sages to still exist.

The book's contents are all spells and cantrips in standard form (per the rules in the *PHB*) set down one to a page, save for two unique spells. They appear in the following order: the cantrips *clean*, *dry*, and *bluelight*, and the spells *affect normal fires*, *hold portal*, *identify*, *mending*, *push*, *read magic*, *sleep*, *continual light*, *darkness 15' radius*, *detect evil*, *detect invisibility*, *dispel silence* (unique spell), *ESP*, *forget*, *knock*, *levitate*, *locate object*, *magic mouth*, *rope trick*, *strength*, *wizard lock*, *blink*, *dispel magic*, *fireball*, *fly*, *hold person*, *infravision*, *Leomund's tiny hut*, *lightning bolt*, *protection from evil 10' radius*, *protection from normal missiles*, *slow*, *tongues*, *water breathing*, *Bowgentle's fleeting journey* (unique spell), *charm monster*, *confusion*, *dimension door*, *enchanted weapon*, *fire shield* (both versions), *minor globe of invulnerability*, *polymorph other*, *polymorph self*, *remove curse*, *wizard eye*, *Bigby's interposing hand*, *cone of cold*, *hold monster*, *passwall*, and *wall of force*. The two unique spells in *Bowgentle's Book* are detailed below:

Dispel Silence

(Abjuration/Alteration)

Level: 2

Components: S, M

Range: 0

Casting Time: 2

Duration: Special

Saving Throw: None

Area of Effect: Sphere of 10-foot-radius per level of the caster

Definition: By means of a hand gesture and the casting of a pinch of powdered diamond into the air (at least 50 gp worth of the crushed gemstone), the spellcaster creates a powerful dweomer that negates existing magical *silence* within the area of effect, and dispels any *silence* created by spell casting or magical item within the area of effect for one round per level of the spell caster after the round of casting. Thus, *dispel silence* cast by a 12th-level wizard would negate (no saving throw allowed) any *silence* cast on or about his or her person, and prevent such *silence* from recurring for 12 consecutive rounds after casting. *Dispel magic* will in turn destroy a *dispel silence* dweomer, but *silence* will not return unless

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recast, or if of a permanent (that is, magic item functions) sort. The *dweomer* created by this spell is always a sphere centered upon the spellcaster, extending through walls and doors, around intervening objects, and so forth.

Bowgentle's Fleeting Journey

(Alteration)

Level: 4

Components: V, S, M

Range: 0

Casting Time: 4

Duration: Special

Saving Throw: Special

Area of Effect: One being

Definition: By the use of this spell, the caster or another creature touched by the caster (an unwilling creature gains a saving throw to negate the spell) is *teleported* to a specific destination viewed and pointed to during spellcasting.

The location may be up to 10 feet per level of the caster vertically and 20 feet per level of the caster horizontally away from the caster's or spell recipient's initial position. The shift in position takes 10 seconds, and the caster or spell recipient may remain at the new location for a round (or less, if the spellcaster wills) before being *teleported* back to his or her initial location.

During the time spent in the location *journeyed* to, the caster or recipient can make physical attacks, move about, pick up or leave objects, manipulate items, or cast any spell for which components are at hand and that requires a round or less to cast. Note that it is possible for a spell to take effect after the caster *journeys* back to his or her initial position; this, however, cannot happen if the spell cast has an instantaneous duration (such as a *fireball*). If not made earlier, the return *journey* always occurs at the end of the round, regardless of either the caster's or the recipient's wishes or state of consciousness (even if dead).

No possibility of error exists in *teleportation*. If the *journey* is made into an area already occupied by a solid body (unlikely, as the destination must be within the caster's view), or if the area of return is similarly blocked, the journeyer is stunned (unable to cast spells) and *displaced* into the Astral Plane. Note that the *journey* is a form of *teleportation*; neither physical nor magical barriers can stop it nor the return trip, and a journeyer who is pinned down, constricted, or otherwise physically encumbered will simply vanish from such constraints on the

return trip. All that the journeyer carries (save other living creatures, who are simply left behind) will be *teleported* with him or her, up to a maximum weight of 500 pounds).

The material component of this spell is a small ball of rubber (which may be uncured, just as it comes from the tree). Note that if the destination selected is beyond the caster's range, the spell does not work; the caster loses a point of initiative, and a second destination may be pointed at, if it, too, is out of range, nothing occurs, and the spell is wasted.

Bricks of the Spiritual Fortification

XP Value: 2,800

GP Value: 28,000

DRAGON Magazine 82

Webster compiled *wind wall*, *wall of fire*, *wall of force*, *wall of iron*, *wall of stone*, *prismatic wall*, and *glassteel* into this large book.

Briel's Book of Shadows

XP Value: 4,000

GP Value: 40,000

DRAGON Magazine 97

This untitled volume is a large, leather bound folio with 21 wrinkled, dog-eared sheets of parchment sewn in place. It has received heavy (though careful) handling, and is obviously a workbook, full of scribbled notes and thoughts, rather than a formal compendium of spells. This untitled, ancient volume has traditionally been known as *Briel's Book of Shadows*, as it is thought to be the work of the Archmage Briel when he was but an apprentice under the tutelage of the great Aumvor the Undying (now believed to be a lich whose lair is somewhere in the vast mountain ranges of the North). The sage Ubergast of Amn points out that the informal handwriting found in the book closely resembles that preserved in a letter in the archives of Baldur's Gate, wherein Briel wrote of his intention to found a school of wizardry there. Certainly no other claimant to authorship has declared himself, nor has any name been advanced as more than speculation by sages.

The book's inscriptions are rambling, and the pages are much stained with various liquids and powders used as ingredients in spells, spell inks, and in the making of a homunculus. Its useful contents are as follows:

- Complete descriptions and instructions for the cantrips *exterminate*, *tie*, *wilt*, and *smokepuff*.
- The complete spells *affect normal fires*, *scatterspray* (a unique spell), *shield*, and *write*.

- The magical and medicinal uses of alicorns (unicorn horns).
- A recipe, copied from another source, for the making of a homunculus (see the *Monstrous Manual* accessory).

Scatterspray

(Alteration)

Level: 1

Components: V, S, M

Range: Spell focus 10-foot distance per level

Casting Time: 1

Duration: 1 round

Area of Effect: Special

Definition: By means of this spell, the wizard causes any unconfined or untethered objects the size of a chicken or smaller, within a 10-foot, spherical area of effect to spray violently outward in all directions, as though thrown by an explosion. The missiles are not created by the spell; the wizard must employ objects at hand or on his own person. Typically coins, marbles, gems, dice, sling bullets, and the like are employed. The *scatterspray* plucks all such objects (except those actually within the robes, pockets, pouches, and pack of the caster) within the 10-foot, radial area of effect up and hurls them 10 feet outward in all directions. Upon reaching the limits of this thrust, the objects rebound back inward and ricochet about within a 20-foot radius, total area, for the entire round following the round of casting. All human-sized creatures within this greater (20-foot) area take 1d4 points of shrapnel damage (save equals half damage, round upwards); small-sized creatures take 1d6 points (successful saves halving damage); and large-sized creatures are unharmed.

The material components for the *scatterspray* are the missiles (at least six egg-sized or nine coin-sized objects are required, but the spell affects up to four dozen of either), and flint and steel or tinder-box (not consumed in spell casting), with which a spark must be struck. The caster can choose the spell focus (center of the 10-foot radius, area of effect, and 20-foot radius blast area) by act of will, determining direction and distance (the intended focal area need not be seen). It can be distant from the caster by 10 feet per experience level of the caster. The spellcaster is never harmed by the missiles of his or her own *scatterspray*. Other creatures protected by *force-cubes* and the like are unaffected; *shield* spells and similar one-sided defenses reduce damage

suffered by 1 point. If a *scatterspray* is cast with insufficient missiles, nothing will occur and the magic is lost. Sprites, insects of all types, and other flying creatures with delicate wings must save vs. spell when caught in a *scatterspray*, or be unable to fly (wings pierced and bruised, or torn, and numb) for 1–4 turns; large-sized creatures and those with powerful wings (such as perytons and pseudodragons) of sturdy construction are immune to this effect.

The Uses of Alicorns: Alicorns, or the horns of unicorns, are rare and precious things, seldom gained by a user of magic, so it behooves one not to waste or misuse them if they are acquired. Often the horns of other creatures will be sold or offered as alicorns; the powers and properties below are unique to alicorns, and testing will avoid deception.

When a unicorn lives, its intact horn has strong magical powers, notably the ability to call upon Silvermoon (the "divine unicorn," of the FORGOTTEN REALMS pantheon; see Dragon 54) for one priest spell of any sort per day, something seldom done (some say Silvanus grants such magic). Unicorns cannot be coerced into such use of their horns—nor do the horns retain this power if removed from the host, or if the unicorn is slain.

Other powers do continue after the separation from the living beast, and these should be carefully noted; most importantly, they are sovereign remedies against poison. Upon direct contact with any poison—liquid, solid, or vapor—a unicorn's horn turns from its usual ivory hue to purple, the intensity of the color (mauve through black) deepening according to the efficacy of the poison. (This effect fades in 1d4 rounds after the cessation of contact). Some, very rare, alicorns are naturally of a hue other than ivory, but they are never purple, and only turn that color when poison is present. Powdered unicorn horn, taken internally (washed down with water or wine) is an antidote to all ingested poisons, neutralizing them immediately, to prevent any further damage. Rubbing an envenomed blade, spearhead or arrow-tip with powdered or whole alicorn will remove and negate the poison (so effectively that the process of removal itself is not dangerous). A unicorn horn carried next to the skin confers upon any creature a +7 bonus in all saving throws of any kind.

Druids have found that a *faerie fire* spell cast upon a whole alicorn or piece of alicorn lasts for 44 rounds. The efficacy of a *mending* spell is

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increased by touching a part of the item to be mended with an alicorn during casting; magical items can be made whole—although their dweomer is not restored—and shattered items with many fractures (such as broken earthenware pots or crystal flasks) can be completely restored. If the cantrip *bluelight* is cast with an alicorn in hand, the glow centers upon the horn, not the caster's palm, the horn can be released by the caster, and the caster and horn separated by any distance without the light failing—until the caster ceases concentration.

Other powers of alicorns are rumored, but no more have yet been verified. Powdered alicorn is known to be a possible ingredient (there are herbal alternatives) in making a sweet water potion.

Homunculus Creation: *Being A Recipe, Most Complete And Correct, Prepared By The Willing And Allied Hands Of The Grand Alchemist Of Neverwinter, Askrim "the Bold," And The Wizard Dauntus, Seneschal of Silvermoon: The Making Of A Homunculus.*

First, an acidic base of water into which is crushed a thousand ants, and out of which is strained the insect remains, is prepared in a black iron cauldron. Secondly, the following herbs must be crushed and powdered together in a separate vessel: an acorn and a whole plant or large leaf each of balmony, birthwort, fennel, and ginseng. Thirdly, a brass brazier must be lit, stoked with charcoal, and over the flames must be cast a handful of rose petals, incense, and a pinch of fine sand.

The cauldron of acid must now be placed on the brazier and heated. Straightaway, ere it comes to the boil, the powdered herbs must be stirred into it (mind that a dipper or ladle of wood and not metal is used), and the following ingredients must also be introduced into it, in the order given: the whole skin of any reptile (size is unimportant, so long as the skin is whole), a human eye, the brain of a mind flayer, the wings of a bat, and the mouthparts or whole head of a vampiric bat. These may be agitated as necessary—they must be wholly dissolved ere the mixture comes to a boil.

As the mixture begins to bubble in earnest, the wizard shall let fresh blood from his own body into a vessel by means of an incision, and one pint exactly must be added to the pot.

The alchemist then must tend the mixture constantly, allowing the brazier to burn out and the mixture to slowly cool. When the side of the cauldron is no warmer than the room, the mixture may be covered (tightly, with stretched and tarred hide sealed with wax, to keep the air out) and left undisturbed for 1d4 weeks. When it is deemed ready by the alchemist (by the smell of the seal, which should be sharply spicy), the mixture shall be uncovered and put once more over a brazier with charcoal and incense. As it heats, the wizard must cast a *mending* spell upon the fluid, a *mirror image*, and then *wizard eye*. He must remain within the presence of the cauldron, or at least within the future radius of control of the creature (10 feet), as the mixture is heated to a boil. The alchemist shall then stoke the fires hotter, and when much of the fluid is boiled away, the completed homunculus will be revealed in the cauldron. When it has cooled (the vapors from the cauldron passing away), the wizard must touch it. It will then be animate, and will survive (barring physical attack or misfortune) until the death of the wizard, when it will dissolve into boiling vapor and pass into nothingness. If it should die first and the wizard survive its death, guard and hide its corpse well, for whatever is done to the carcass shall happen also to the spell caster—do not burn the remains unless magic to protect against fire are to be had. The homunculus can see in the darkness where the wizard cannot, guarding while its creator sleeps, waking the wizard at the approach of any creature.

Bright Ages

XP Value: 1,000

GP Value: 600

DRAGON Magazine 82

After one week of study, an evil character begins to grow older at twice the normal rate. This effect lasts until a *limited wish* spell is used to counteract it.

Brother Richard, the Flying Monk's

XP Value: 6,000

GP Value: 60,000

City of the Gods

Brother Richard's spellbook contains the following spells: *cure light wounds*, *detect evil*, *remove fear*, *protection from evil*, *find traps*, *silence 15' radius*, *snake charm*, *hold person*, *continual light*, *cure blindness*, *growth of animals*, *animate dead*, *protection from evil*, and *cure serious wounds*, *commune*, and *raise dead*.

of Cabalistic Protections

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Krest penned *protection from evil, shield, protection from evil 10' radius*, and *protection from normal missiles* into this rare work.



Caddelyn's Workbook

XP Value: 1,200

GP Value: 12,000

The Magister

This slim volume is covered with sheets of polished silver, sealed against corrosion, over slate sheets, and hinged with electrum about 16 sheets of fine parchment, all but three are blank.

This tome was recently plundered from the tower of the long-ago wizard Caddelyn, by unknown hands. Caddelyn's tower rises from a mountain north of The Great Glacier, and was only recently discovered by the famous explorer Dabron Sashenstar, of Baldur's Gate. Dabron's band examined the book but did not take it, and continued on in their expedition. On their return, they camped at the tower again—and found the book missing.

Caddelyn, a good wizard who is remembered with respect, died peacefully while on a visit to Waterdeep, and is entombed with other wizards in The City of the Dead there.

The tome's three written pages (the book was obviously incomplete at the wizard's death) bear

two unique spells, described below, and the complete process of creating a minor magical item. The spells are *Caddelyn's catastrophe* and *spell ward*; the magical item is the *magemask*. The properties of the finished item are given under **Mask**; Dabron's band lacked the time to copy out the entire process.

Caddelyn's Catastrophe

(Enchantment/Charm)

Level: 5

Components: V, S, M

Range: 10 feet per level

Casting Time: 5

Duration: 1 round

Saving Throw: ½

Area of Effect: 1–4 creatures

Definition: This improved version of the *fumble* spell allows the caster to affect up to four creatures if desired, all of whom must be visible to the caster during casting. If four creatures are attacked, their saving throws (vs. spell) are normal; if three are attacked, all save at –1; if two are attacked, they save at –2; and if only one is attacked, the save is at –3. Creatures who make their save are *slowed* for the duration of the spell; creatures who fail immediately drop all held objects, trip or stumble if running or charging, fall if balanced on a ledge or climbing, and have any spellcasting ruined. Any missile attack launched by an affected creature will miss (the spell takes effect instantly), and any physical attack will be at –2. If a weapon attack is made, the weapon is dropped and the attack becomes a bare fist strike. Dropped items may well suffer damage (saving throws to avoid). Target creatures must be within range, but need not be together; they may be on opposite sides of the caster. Affected creatures who move out of the spell range are freed of the spell, but they will suffer its effects again (no saving throw) if they reenter spell range before the spell expires. (Magic may be cast normally from outside the spell range into it.)

The material components for this spell are a banana peel or melon rind and a tallow candle or lump of animal fat.

Spell Ward

(Abjuration)

Level: 9

Components: V, S, M

Range: Touch

Casting Time: 1 round

Duration: 1 turn per level

Saving Throw: None

Area of Effect: One creature

Definition: By means of this spell, which uses as its material component a drop of the caster's blood and a powdered diamond (of not less than 6,000 gp initial value), the caster confers immunity on him or herself or a single other creature touched by the caster during casting to a single spell.

The particular spell must be chosen at the time of casting, and the protection does not extend to different spells which have similar effects, although it does extend to lesser versions of the same thing (protection against *delayed blast fireball* does extend to *fireballs*, for instance, but not *Melf's minute meteors*—and not a *fireball* effect created by a *limited wish* or *wish* spell, or an illusionist's *shadow magic* fireball), and slightly different versions of the chosen spell as cast by other character classes. Immunity is total, even where no saving throws are normally allowed, the protected being is simply unaffected by the spell, as are clothing and objects held or carried on his or her immediate person. The spell can be an area-effect spell, but the individual's protection cannot be extended to others, even if the protected being embraces or shields them. The protection lasts for one turn per level of the caster regardless of how many times it is tested. A maximum of two *spell wards* can be in place on any one person at any time.

Chambeeleon

XP Value: 4,400

GP Value: 44,000

DRAGON Magazine 62

This tome is truly resplendent. Its covers are sheets of polished, iridescent abalone-edged and cornered with beaten gold; its pages are of burnished electric, into which script has been etched and runes, glyphs, symbols and characters are embossed or raised from the surface. The work is demonstrably waterproof. The *Chambeeleon* (pronounced Kam-bee-lee-on) is probably worth 10,000 gp in materials alone. It is worth far more to a wizard, however, because of its contents.

The origin of this tome is unknown, but it is certainly of great antiquity. Many legends exist ascribing its authorship to various sea gods and powerful beings, but nothing of the book's whereabouts is verifiable until Alaer, holder of the Dolphin Throne an age ago, mentions it in an inventory of the sea elves' court at Thunderfoam. It was borne away

from that city at some later time, and reappears in the memoirs of the hero Galadaunt, who found it on the deck of an abandoned, drifting "ghost ship" which he boarded off the Emerald Isles. He sold it to a wizard whose name was not recorded, who we know to have been the tutor of one called "The Mad Mage," who in turn was master to the wizard Arbane. It is likely that the *Chambeeleon* came into the Mad Mage's possession, but it did not pass into the hands of Arbane, so we have only Arbane's recollections to rely on for its contents. The present location of the *Chambeeleon*, or even if it still exists, is unknown.

Arbane said that he often read from the *Chambeeleon* since he was trained, but was only allowed to scan certain pages. Many he glimpsed were beyond his understanding, but he remembers that the fiend who guarded the book told him it had 66 pages in all and none but Arbane's master had ever mastered them all.

(Arbane's rather brief description of the fiend suggests that it was a succubus. There is no mention of a guardian fiend in the legends concerned with the book, so it is likely that the Mad Mage bound the fiend to guard it, perhaps only for as long as Arbane was allowed access to its pages.)

All of the pages Arbane studied contained spells. From his notes, he gives us this list: *water breathing*, *fly*, *lightning bolt*, *fire shield* (cold flame version only), *ice storm*, *airy water*, *cone of cold*, *conjure elemental* (see below), *disintegrate*, *glasse*, *part water*, *spiritwrack*, *cacodemon*, *drawmij's instant summons*, *reverse gravity*, and *vanish*. "From the Mad Mage's casual comments," writes Arbane, "he believes the book also contains the spells *imprisonment* and *prismatic sphere*, but at the time lacked any means to verify this." If the book is entirely full of spells, and each stands alone on one page (as did those Arbane studied), then there may be as many as 50 spells in the work not on Arbane's list. One suspects, however, that there are far fewer, and most of the unknown pages contain records or other writing. Only the possessor of the work knows for sure.

Arbane mentions one important difference from the norm in the spells contained in the book: the *conjure elemental* spell as it is written therein will summon only water elementals, but these will be friendly to the caster and will never attack him or her. Such an elemental may (5% chance) return to its own plane before the spell has expired, rather than attacking, and although

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friendly, it will act only upon the commands of the spellcaster, not helping independently.

If one may trust the more doubtful source of religious teachings, it must be noted that the priesthoods of at least seven aquatic gods worshiped by various creatures claim the *Cham-beeleon* as their own, and assert that the bulk of its pages contain "the" record of the Creation associated with their deity. If this is so, none have proved it.

Chief Shaman's

XP Value: 2,800 **GP Value:** 28,000

Danger at Dunwater

The Chief Shaman's spellbook contains the following spells: *light*, *remove fear*, *cure light wounds*, *chant*, *resist fire*, *snake charm*, and *cause blindness*.

of Clouds and Fog

XP Value: 3,200 **GP Value:** 32,000

DRAGON Magazine 82

Dahlver-Nar wrote *stinking cloud*, *fog cloud*, *cloudkill*, *wall of fog*, *death fog*, and *solid fog* into this little-known spellbook. Sarelk believes that the last few pages contain the recipes for a *potion of bubbles*, and the *torch of continual fire*.

Collapsing*

XP Value: +1,500 **GP Value:** +7,500

The Complete Wizard's Handbook

This book resembles an ordinary traveling spellbook, except that it can be folded over and over until it is a square 1 inch on each side. The book can be unfolded when its owner wishes to consult it, then folded back into its small size for easy carrying.

Components and Reactions of Phosphorus

XP Value: 2,400 **GP Value:** 24,000

DRAGON Magazine 82

Daern penned *affect normal fires*, *dancing lights*, *fire charm*, *fireball*, *delayed blast fireball*, and *incendiary cloud* into this elemental spellbook.

Cosmogony of Magnetic Fluids

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

This, one of Mordenkainen's many spellbooks, includes *chain lightning*, *volley*, *energy drain*, and *Mordenkainen's disjunction*.

of the Covenant

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 92

This book is large, square, and (judging from Elminster's description) approximately 2 feet on a side. It is fashioned of cured white elkhide stretched over finger-thick boards of black wood, and both outside covers bear a *rune* in the center, depicting four arrows meeting in a circle, thus:



Four white vellum pages are sewn to the hide "spine" within. The tome is the creation of the four most powerful (of their time) wizards of the North, who formed the Covenant, an

alliance (basically neutral good) founded to enforce a peace between warring tribal kingdoms, and to build the collective power and prosperity of the Northlands against the coming confrontation with the orcs and their kin. The Covenant has long been inactive: Grimwald and Presper disappeared on a journey of exploration into other worlds than this; Agannazar is believed to have perished in the destruction of the School of Wizardry at Neverwinter by the Red Wizards of Thay; and Illykur is known to have sacrificed himself in the Green Tower of Thulnath to destroy the Archlich Ruelve.

This book was made to commemorate the founding of the Covenant, and as a source of power and a worship symbol for the apprentices who were intended to follow in the Four Founders' footsteps and become new members of the pact (none did). Each of the Four Founders contributed one unique spell to the work, and each of these spells appears alone on its own page. The spells appear with no names; they have acquired colloquial names through description of the book by various writers in the North, and by use of the spells by the original apprentices of the Four (and subsequently, in turn, by their apprentices). These apprentices, now themselves powerful workers of magic, are not identified by Elminster. The sage does say that they did not cooperate as their masters had, but split in dissension, one of them presumably bearing the *tome*. Its present owner and whereabouts are uncertain, but Elminster knows the precise spells set down on its pages from perusing the workbooks of the Four and certain of their apprentices, and has consented to reproduce them, below:

Grimwald's Greymantle

(Necromantic)

Level: 5**Components:** V, S, M**Range:** Touch**Casting Time:** 6**Duration:** 1 round per level**Saving Throw:** Negates**Area of Effect:** One creature

Definition: When a wizard casts this spell, a silvery-gray radiance is produced about the material component. If the component (a bone or small animal skeleton) is touched to a target creature (successful attack roll required), as though wielding a dagger or club, the radiance leaves the component (which vanishes harmlessly) and expands to envelop the target in an aura, or mantle. This shimmering radiance takes effect on the round following the touch, and lasts for one round per experience level of the caster. While it is in effect, curative spells, healing, and regeneration of either natural or magical origins are not effective within the confines of the *greymantle*; thus, a troll could not regenerate, a *ring of regeneration* would not operate, a *potion of healing* or *extra-healing* would have no effect, and so forth.

The *greymantle* may be magically *dispelled*, and fades away without effect if magic resistance or a saving throw vs. spell (only one allowed) triumphs over it. At the expiration of the spell, curative forces still active will take effect immediately—but any such powers that were expended upon the victim while the mantle was in effect are forever lost. A *cure wounds* or *heal* spell, for instance, will take effect upon the recipient if the mantle expires before the victim does; similarly, a *ring of regeneration* resumes functioning properly when the mantle disappears, and a creature that *regenerates* retains the ability to do so. However, the victim of the mantle gets no benefit from a *potion of healing* drunk while the spell is in effect, and any usage of a *staff of curing* on the victim is fruitless, since those types of magic must take effect upon their application or not take effect at all. In such a case, the application of the magic is wasted.

If the caster does not successfully touch a target creature in the round of casting or the round immediately after that, the *greymantle* spreads from the component into (and onto) the spell-caster and remains in effect upon the caster for the full duration. There is no saving throw against

this "back fire" but a *dispel magic* spell may be successfully employed by the caster or a companion to bring the bad effect to a halt.

Once the spell is cast and the mantle has covered a target, the duration and effects of the mantle are not under the caster's control. Creatures of any size may be affected. Note that use of the mantle is not basically a good act, and the spell must be used with due consideration of the circumstances and nature of the target by wizards of good alignment.

Agannazar's Scorchers

(Evocation)

Level: 2**Components:** V, S**Range:** 7**Casting Time:** 3**Duration:** 2 rounds**Saving Throw:** See below**Area of Effect:** Special

Definition: With this spell a wizard calls into existence a jet of flame which bursts from his or her fingertips toward a specific creature. If the target creature is within 70 feet of the caster, it suffers 3d6 points of damage, with no saving throw (assuming it is not immune to the effects of heat and flame). The *flamejet* assumes the form of a 2-foot-diameter cylinder of fire, up to 70 feet long, with the caster at one end and the target at the other. This *jet* remains in existence for two rounds following casting, moving as the target or caster move, shifting so as to always point at the target, even if the target creature remains, or passes beyond, 70 feet distant from the caster. Any creatures touched by the *jet* as it leaps toward the target or moves sideways following a moving target will suffer 2d8 points of damage (save vs. spell for half damage). The touch of the scorchers will set alight all readily flammable materials (such as parchment and dry clothing). It may well even damage sturdier objects.

Illykur's Mantle

(Abjuration)

Level: 4**Components:** V, S, M**Range:** 0**Casting Time:** 4**Duration:** 1 round per level**Saving Throw:** None**Area of Effect:** Aura about caster

Definition: When *Illykur's mantle* is called into being, the caster is surrounded by a faintly luminous aura following the contours (and conforming to the movements) of the caster's body. Spells can be cast out of this field without it having any effect, but spells impinging upon the *mantle* from without are affected as follows: The protected caster gains +3 on saving throws vs. all Enchantment/Charm spells, +1 on saving throws vs. all other spells for which there is normally a saving throw, and suffers only half damage when affected by an electricity-related spell (such as *shocking grasp*, *lightning bolt*). The mantle flares to a vivid (not blinding) white glow when the caster's mind is contacted by the psionic powers of another being, but does not protect against any psionic attacks or effects.

The material component for the spell is a natural (not cut) crystal of gemstone. Note that a small familiar or pet clinging to the spellcaster—there must be physical contact—can be protected by the mantle, but no creature the caster does not wish to be protected can be shielded by the mantle. In no case does it protect any creature (whether a familiar or a normal pet) larger than a pseudodragon.

Presper's Moonbow

(Evocation)

Level: 4

Range: Special

Casting Time: 9

Duration: Special

Saving Throw: None

Area of Effect: Special

Components: V, S, M

Definition: This magic is usable only under a night sky in which a moon is present and cloud conditions allow moonlight to reach the ground. *Presper's moonbow* causes from 1 to 4 (caster's choice) glowing *motes*, a form of *ball lightning*, to gather above the caster's outstretched hand. These grow in size and intensity, spinning slowly, during the round that casting takes place, and at this time they resemble *dancing lights*. On the following round, the caster can elect to direct one or more of the *moonmotes* at a target, which must be within his view. Such direction is by concentration of will, requiring no speech or gesture. *Moonmotes* directed at a target will shoot off after it, flying up to a Movement rate of 27, and will pursue the target around corners, through

obstacles (but not closed portals or the like), and despite *confusion* spells such as *invisibility*, *mirror image*, and *illusions*, striking at a +3 attack roll upon reaching the target.

Each striking *moonmote* does 2d4 points of electrical damage (if cast as one of four), 2d6 damage (if cast as one of three), 3d6 damage (if cast as one of two), or 4d6 damage (if cast as a solitary missile), and is considered to be magical for attack roll purposes. *Moonmotes* that miss an intended target or are blocked by barriers dwindle harmlessly away to nothingness.

The spellcaster can direct the motes produced by a *moonbow* at different targets in a round, and must "shoot" at least one per round (but may shoot as many as desired, time permitting) until all the *motes* are gone. Unused *motes* hang spinning in the air in front of the caster, within 10 feet, and if struck by a *lightning bolt* or similar electrical discharge while thus waiting, will explode—doing full damage to all within 10 feet, including the caster.

On the round after the first mote has been fired, the caster can cast another spell and direct any motes still left, and continue doing both so long as motes are left and spellcasting times permit (directing a mote requires six seconds each round, so spells that take one round or longer to cast cannot be used). Using this tactic, a caster with multiple *moonbow* spells could gather a waiting arsenal of many motes. If a round passes without the caster firing a mote at a target, all motes will dissipate. Note that a caster under the influence of a *hold* spell could shoot a *mote* at a target in his present field of vision; that act is a function of vision and intellect, not of movement.

A mote that is deliberately struck by a creature or object will discharge, doing full damage to all within 10 feet. The mote has AC -6 for attack roll purposes. Metal, it must be noted, will conduct the full effects of a mote to anyone in contact with it, regardless of distance.

Although no saving throw is allowed, note that creatures immune to electrical damage or without tangible existence on the plane of casting will suffer no damage from a mote.

The material components for this spell are a wisp of cobweb, an amber, glass, or crystal rod, and a scrap of fur.

Creation and Modification of Matter

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Caterpillar wrote *move earth*, *dig*, *telekinesis*, and *statue* into this spellbook.

Cudzu's

XP Value: 5,200 **GP Value:** 52,000

Nightwatch in the Living City

Cudzu's spellbook includes the following druidic spells: *animal friendship*, *animal growth*, *charm*, *cure light wounds*, *giant insect*, *hold animal*, *locate animal/plant*, *messenger*, *purify food and water*, *repel insects*, *snake charm*, *speak with animal*, and *summon insects*.

Cursed Tome*

XP Value: — **GP Value:** +100

DRAGON Magazine 82

These books can affect characters of any alignment. Generally, the owner of a cursed book can only be freed from the curse by getting rid of the book itself, and this can only be accomplished by a *remove curse* spell or something stronger (*limited wish*, for example). Such a spell will either destroy the book outright, or negate its effect upon the owner (or the owner's library) and permit the book to be sold or traded like any other book, if the owner is successful in making a deal acceptable to a purchaser. The DM can use typical curses as described below or can invent special curses, a few examples are offered here:

Roll	Curse
01-25	Reader is <i>polymorphed</i> into a monster of an equal level that attacks any creatures nearby.
26-30	Reader turned to liquid and drains away.
31-40	Reader and all within 20' radius are <i>teleported</i> 200 to 1,200 miles in a random direction.
41-50	Reader and all in 20' radius transported to another planet, plane, or continuum.
51-75	<i>Disease</i> fatal to reader in 2d4 turns unless cured.
76-90	<i>Explosive runes</i> .
91-99	Random magical item nearby is permanently <i>dispelled</i> .
00	Randomly rolled spell affects reader at 12th level of experience.

Daimos's

XP Value: 13,600 **GP Value:** 136,000

DRAGON Magazine 97

This book bears neither title nor inscription. It is fashioned of fine, heavy parchment pages sewn to a waxed cord binding. The pages are stretched and nailed to an oaken spine, to which in turn are bolted covers of fine bronze, the whole covered with stretched silver "dragonscale." The spellbook is heavy and is 3 hand-lengths broad by 4 in height. It is as thick as two fingers, bearing within 36 pages. A permanent *magic mouth* has been cast upon it; whenever the tome is first touched by any creature, the mouth appears on the front cover, and a cold, level male voice will speak in Common: "Put me down, or die." There are presently no magical safeguards on the volume to back up this threat, however. The book shows no signs of age or ill use.

This volume first came to light in Realmslore some 300 winters ago, when the caravan-master Muirhar "Duskbrow," an Easterner, crossed Anau-roch (The Great Desert) at the head of a caravan 67 wagons long. The perilous crossing was made safely, but gnoll bands raided the caravan in Bleached Bones Pass. Many were slain before Muirhar's guards could overcome the attackers. The gnoll corpses were stripped of weapons and goods before the caravan continued. Strapped to one such corpse was found a battered leather satchel, obviously looted from an earlier victim. Inside the case was a note written in Common that said simply, "I have no further use for this or other things of this world. You are my most able apprentice, so it is yours. Use the *shout* only in last resort—Daimos."

Muirhar took book and notes to the wizard Ulthorn of Waterdeep, who kept the tome secret for many years and apparently never used its powers until the night of his death. His apprentice, Rendargallis, who studied the tome under Ulthorn's tutelage, reports that Ulthorn died in a sorcerous duel with a vastly more powerful foe, the Archmage Ahrabose, but, in defeat, slew his enemy by bringing the Tower of Yintros down upon them both with a *great shout*. Rendargallis and many other young apprentices and prestidigitators of Waterdeep searched the wreckage of the Tower that night, seeking items of power and written spells. The blasted corpse of Ulthorn was found, with his shattered staff and emerald sigil ring, but the *spellbook* was gone. In the ashes that had been Ulthorn, some being had scratched in

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Common: "Daimos reclaims his own."

The whereabouts of the tome after that are uncertain, but confused tales have come to the northern Realms from Ankhapur far to the south, and from Twostars, a trails-meet and well-stop on the Golden Way trade road east of the Inner Sea, of two separate skirmishes in which wizards have employed *great shouts*. One of these two is known to a sage, Thantos of Selgaunt, who states that she is too young to have known the spell before, or immediately after, the death of Ulthorn in Waterdeep and, thus, must have learned it since. Perhaps she gleaned it from another source, but Thantos, the aged Rendergallis, and Elminster all agree that the *Spellbook of Daimos* is the only known source. Who or what "Daimos" is and the present location, aims, and powers (or even existence) of such a being are presently unknown.

The last two of the spellbook's 36 pages are blank, but all others bear wizard spells, as follows (in order of appearance): *identify*, *magic missile*, *invisibility*, *levitate*, *web*, *fireball*, *monster summoning I* (improved), *slow*, *suggestion*, *confusion*, *fear*, *fire trap*, *polymorph self*, *animate dead*, *cloudkill*, *feeblemind*, *flame shroud* (unique spell), *watchware* (unique spell), *anti-magic shell*, *disintegrate*, *geas*, *globe of invulnerability*, *reincarnation*, *repulsion*, *Bigby's grasping hand*, *duodimension*, *power word stun*, *vanish*, *great shout* (unique spell), *incendiary cloud*, *mind blank*, *astral spell*, *gate*, and *imprisonment*. All commonly known spells are in the standard form, save for *monster summoning I*, which Daimos (or another being) developed so the caster can, by effort of will, determine the type of monsters summoned (75% chance of success). Casting time is increased to a full round (the desired creatures must be mentally pictured and concentration must be focused on that image), and the number of creatures that appear is still random (2d4). The three unique spells in the *Daimos Spellbook* are as follows:

Flame Shroud

(Alteration)

Level: 5

Components: V, S, M

Range: 10 feet

Casting Time: 5

Duration: Special

Saving Throw: Special

Area of Effect: Aura about one creature

Definition: By means of this spell, a wizard causes an aura of crackling flame to come into being about an unwilling target. Unless adequately protected against fire, the target takes fiery damage, all flammable objects upon his or her person (including clothing or papers such as scrolls and spell books) must save vs. magical fire or be destroyed, and other creatures within 10 feet of the target may also suffer damage. The *flame shroud* envelopes the victim and throws off small goutts of flame up to 10 feet distant onto every creature within range. Each goutt causes 1d4 points of damage to any creature it strikes, and may possibly endanger other flammable objects carried by such creatures. The target creature is allowed a saving throw each round against the *flame shroud*. The first save is vs. spell at -4; if successful, the shroud will not form, the target is unharmed, and the spell is lost. The second save (on the second round) is at -3, and so on, the save for the 5th round being at par, that for the 6th at +1, and continuing until a successful saving throw is made, whereon the shroud instantly vanishes, and the spell is done. For each round the target is enveloped by a *flame shroud*, he or she suffers 2d6 hit points of fire damage. If flammable oil is carried by the creature, its damage is added to this if the container of oil fails its own saving throw. The material components for this spell are a pinch of saltpeter (powdered or in a natural substance such as dung), a small piece of phosphorus, and a tiny scrap of lace, cloth, or thick spiderweb.

Watchware

(Evocation)

Level: 5

Components: V, S, M

Range: Touch

Casting Time: 1 round

Duration: Special

Saving Throw: None

Area of Effect: One item

Definition: When *watchware* is cast upon an item, the caster is ever thereafter warned the moment that the item is moved from the place or position in which it was set after the spellcasting, or whenever the item is touched by any living creature. A *watchware* spell may be cast on any nonliving item of any size, but is usually cast upon a spellbook, lock, door, wand, staff, or item of treasure.

On the first occasion after completion of casting a *watchware* that the item is disturbed, the caster—even if asleep, charmed, or unconscious, and even if years have passed or the caster is a great distance or even several planes distant—will receive mental images of the item and its surroundings. If living creatures are within 10 feet of the item or have touched it, the caster will receive clear images of them and of their doings for one round per level of the caster when he or she cast the *watchware* after they disturb the item. This is not an *ESP* or a *wizard eye* spell; the caster hears nothing, knows nothing of what such creatures may say or think, and cannot see their surroundings or gain any hint of direction of travel after they leave the immediate vicinity of the disturbed item. The caster may touch or move an item upon which he or she has cast a *watchware* without setting off the spell. Note that earth tremors and the like will set off the spell, even if no deliberate intent to take or move the item is involved. Items upon which a *watchware* was cast radiate a faint *dweomer*; if *dispel magic* is cast on an item under *watchware*, the *watchware* will immediately be activated, not dispelled. Note that a *watchware* works once only and is not a permanent protection. Death of the spellcaster ends the magic, even if the *watchware* was not activated or the spellcaster is subsequently raised from the dead. The material components of this spell are a strand of spiderweb, a tiny brass or silver bell, and an eyeglass or speculum of glass or crystal.

Great Shout

(Evocation)

Level: 8

Components: V, M

Range: Self

Casting Time: 1

Duration: Instantaneous

Saving Throw: Special

Area of Effect: 20- by 90-foot cone

Definition: Unleashing a *great shout* instantly drains the caster of 2d4 hit points, which can be regained by rest and curative magic; a system shock survival roll must also be made. The caster releases a wave of sound of stunning force akin to a *horn of blasting*: 18 structural points of damage dealt in a 1-foot-wide, 8-foot-long path—sufficient to smash a drawbridge, split a boulder, or flatten a normal cottage. All creatures in the cone of sound must save vs. spell; those who save are

stunned into inactivity for one round and deafened for two rounds. Those who fail the save are deafened for four rounds, stunned for two, and suffer 1d10 points of physical damage. All magical and nonmagical items in the “narrow path” described above must save vs. crushing blow or be destroyed. Creatures in the “narrow path” take (2d10) damage if they fail to save, and 1d10 if they successfully save. In both case, victims receive two rounds of stunning and four of deafness. The material component for this spell is any minor item upon which a *dweomer* has been cast (or a scroll or magical item), which is held by the caster and consumed by the spell during casting. Artifacts cannot be used to power a *great shout*.

Dark Ages

XP Value: 1,000

GP Value: 6,000

DRAGON Magazine 82

After one week of study, a good character begins to grow older at twice the normal rate. This effect lasts until a *limited wish* spell is used to counteract it.

Dark Sides of the Memory

XP Value: 2,000

GP Value: 20,000

DRAGON Magazine 82

Mordenkainen penned this collection of spells, rendering a copy of *banishment*, *Mordenkainen's lucubration*, *ensnarement*, and *contingency* in its pages.

Deep Fears of Humanity

XP Value: 2,000

GP Value: 20,000

DRAGON Magazine 82

Hallone wrote this treatise of morale-depriving spells, including *shout*, *spook*, *scare*, *fear*, and *chaos*.

Detho's Libram

XP Value: 8,800

GP Value: 88,000

The Magister

A thin, red volume consisting of dyed rothe-hide stretched over wooden boards and bound with brass hoops, enclosing 22 parchment pages. It bears no title or mark on the exterior.

The libram was left to the library of Piergeiron's Palace in Waterdeep by Detho son of Navro, a mage who disappeared seven winters ago and doubtless met his doom in the vast dungeon of Undermountain. Elminster, Laeral, and Khelben “Blackstaff” Arunsun all perused

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the book and copied the spells they wanted from it, ere the book was lent to the mage Peregar "the Invisible" to aid him in his expedition into the North. Peregar himself vanished in a ball of blue flame north of Yartar (either a spell of his own that went wrong, or an attack upon him by an unseen enemy), and his band of adventurers scattered. The libram was in Peregar's saddlebags, not on his person, when he was destroyed, and is widely thought to have survived and fallen into other hands, presently unknown.

The book's pages contain 22 spells, one per page, as listed below. All spells are in standard form unless otherwise noted. The book's spells are: *burning hands*, *catapult* (a unique spell, detailed below), *dancing lights*, *detect magic*, *Detho's delirium* (unique spell, detailed below), *enlarge*, *erase*, *featherfall*, *hold portal*, *jump*, *light*, *mending*, *push*, *read magic*, *spider climb*, *unseen servant*, *continual light*, *decastave* (unique spell, detailed below), *detect invisibility*, *ESP*, *flying fist* (unique spell, detailed below), *knock*.

Catapult

(Alteration)

Level: 1

Components: V, S, M

Range: 140 feet

Casting Time: 1

Duration: 1 round

Saving Throw: None

Area of Effect: One object

Definition: By means of this magic, the caster causes any single, small object (one less than three pounds) touched to immediately flash in a straight line along the caster's pointing finger to its maximum range (when it reaches that maximum, the object falls harmlessly straight down to the ground). Although this spell is sometimes used to move harmful objects away or transfer keys, coins, and the like to other beings, it is most often employed as an offensive weapon. If any being is struck by the flying object, it does whatever its normal damage would be (normal sling stone, bullet, dart, or dagger damage, or 1d2 for small stones, and 1d3 for larger stones) plus 1 point due to its velocity. It strikes as a *magic missile*, considering the base hit chance as equal to the spellcaster's when striking directly. This spell can only so affect one object. If the object (the spell's material component) touched is heavier than the spell's limitations, it quivers, but does not fly, and the spell is lost.

Detho's Delirium

(Necromantic)

Level: 1

Components: V, S, M

Range: Touch

Casting Time: 2

Duration: 1 round + 1 round per level

Saving Throw: Negates

Area of Effect: One creature

Definition: The caster of this spell touches a being who is drugged, drunken, sleeping, or unconscious, while speaking the mystic words and ringing a small silver or brass bell. The touched creature receives a saving throw vs. spell at -2; if the save fails, the creature begins to speak (a creature feigning drunkenness or unconsciousness cannot be affected by this spell). The affected being speaks at random, in all languages known to it, and on random topics, rambling. It cannot hear questions and cannot be forced by mental or magical control to give specific answers—any attempt to use such control is 96% likely to awaken the creature. While the creature speaks, there is a 22% chance per round (not cumulative) that it will reveal names, truenames,

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passwords, words of activation, codes, directions, and other useful information. Note that the speaker can rarely identify such fragments of speech for what they truly are, and hearers must speculate themselves on meanings. Dreams, rumors, jokes, and fairy tales may be mumbled by a speaking creature, not merely factual information. The spell will be broken before its expiration if the affected creature is awakened.

Decastave

(Evocation)

Level: 2

Components: V, S, M

Range: 0

Casting Time: 2

Duration: 1 round + 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: By means of a piece of wood and the gestures and phrases of casting, a magic-user can create a temporary 10-foot stave of force with this spell. The material component is instantly consumed, and from the caster's forefinger a 2-inch-radius, 10-foot-long, faintly glowing beam of force springs into being. It moves as the finger is pointed, and lasts as long as the caster wills (or until the spell expires, whichever occurs first), or until the spellcaster casts another spell.

The *decastave* cannot be cut—any metal which passes through it will cause it to harmlessly wink out of existence—or bent, but will support any weight. It also cannot be shortened; if it strikes an obstacle, the caster must move it, or the obstacle, or will it out of existence, to proceed. It cannot be removed from the end of the caster's finger, although the caster (and other creatures) can grasp it. The staff can be used as a weapon, for 1d6 damage, by sweeping it from side to side, or jabbing it forwards, by movements of the caster's guiding finger. Normal attack rolls apply—it is considered a magical weapon with no pluses. Note that no shock or blow felt by the magical staff is felt by the finger.

A creature grasping the staff must exert a total of 18 Strength to hamper its movements. Once only, if the caster wishes, a *decastave* can be used to rob a target of 1d4 hit points and transfer them to the wielder of the staff. The target must be touched by the end of the staff (attack roll required) and the caster must will the staff to drain energy. It will vanish in a pulse of force,

draining 1d4 hp (no saving throw) and transferring them instantly to the caster. If the caster is uninjured, excess hp are lost after one turn. Any damage incurred by the caster during that time is first taken from these phantom hit points; if the caster is at less than full hp at the end of the turn and phantom hit points remain, all remaining points are absorbed at that time as healing, any excess being lost.

The excess hit points can never be transferred to any other creature. Phantom hit points do not confer any higher level or Hit Die saving throw bonuses on the caster.

Flying Fist

(Evocation)

Level: 2

Components: V, S

Range: 10 feet distant per level

Casting Time: 2 segments

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: Invented by the wizard Alcimer (and once known as *Alcimer's flying fist*, ere he died and his apprentices all made use of it), this spell enables the caster to create a "fist" of force. Forming at the end of the round in which the spell is cast, the hand is invisible to all but the caster.

It can move 120 feet per round, but it cannot travel more than 10 feet per level of the caster, away from the caster. The fist can hover in midair, swoop, swerve, and dart through openings as the caster directs, but it will disappear if the caster casts another spell or is rendered unconscious. Physical combat, speech, climbing, movement, and other activities on the caster's part will not destroy the fist.

Although the fist can exist for one round per level of the caster, it can perform only three things. It can grab falling, floating, or levitating objects of hand-size or less, and 10 gp weight or less and carry them about for up to two rounds ere it drops them. Objects may be in the possession of another creature, but the fist does not have the strength to tear weapons free of fastenings, or material components or scrolls out of a creature's grasp. It can overcome magnetic pulls, but can only hold its own against a *gust of wind* or other severe opposing air disturbance. It can push or slap a single creature sufficient to cause a missile attack to be at -1 on attack rolls, a catching

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attempt by the being to be 20% more likely to fail than otherwise, and to delay (not ruin) spellcasting for one round. It can also attack, striking as a blow (not a missile, and therefore unstoppable by a shield or any protection from missiles magic), as though it was the caster (but at +2 on attack rolls), doing 1d2 points of damage. A successful punching attack by the fist ruins spellcasting during the round it strikes.

A *flying fist* can be readily dispelled by a dispel magic cast on the fist or on its caster; cannot penetrate *walls of force*, *anti-magic* shells, or more powerful magical barriers. It is AC 4 (AC 7 to opponents who can see invisible as an ability or by means of temporary magic), and can be destroyed by any attack that deals it 5 or more points of damage, or any combination of attacks dealing it at least 5 points of damage in a single round (cumulative damage does not apply to the fist).

Displacements and Modeling the Milieu

XP Value: 2,000 GP Value: 20,000

DRAGON Magazine 82

Thurl wrote this spellbook. It contains *shatter*, *enlarge*, *mending*, *stone shape*, and *massmorph*.

Dissimulation and Obscuration

XP Value: 3,600 GP Value: 36,000

DRAGON Magazine 82

Tzunk wrote this spellbook. It contains *blink*, *invisibility*, *invisibility 10' radius*, *improved invisibility*, *darkness*, *continual darkness*, *vacancy*, *avoidance*, and *mass invisibility*.

Doors and Passages of Parallel Worlds

XP Value: 1,600 GP Value: 16,000

DRAGON Magazine 82

Penning by Lethchauntos, this spellbook contains *hold portal*, *knock*, *jump*, and *wizard lock*.

Dylan Longbranch's

XP Value: 6,000 GP Value: 60,000

Legacy of Blood

Dylan's spellbook contains the following spells: *detect magic*, *magic missile*, *protection from evil*, *read magic*, *ventriloquism*, *ESP*, *invisibility*, *levitate*, *web*, *clairvoyance*, *haste*, *water breathing*, *dimension door*, *ice storm*, and *remove curse*.

Echo & Resonance of the Great Void

XP Value: 2,400 GP Value: 24,000

DRAGON Magazine 82

Whisper Jaanis wrote and highly promoted this spellbook. Unfortunately, he was never able to sell more than a few copies. He destroyed the remaining 50 copies, rendering this one of the most rare published spellbooks in existence. It contains *find familiar*, *monster summoning I*, *monster summoning II*, *monster summoning III*, *monster summoning IV*, and *monster summoning V*.

Epic Saga of the Great Conjurors

XP Value: 1,600 GP Value: 16,000

DRAGON Magazine 82

Mordenkainen's spellbook contains *Mordenkainen's faithful hound*, *conjure animals*, *monster summoning VI*, and *cacodaemon*.

Evolution of Arcane Will Power

XP Value: 1,600 GP Value: 16,000

DRAGON Magazine 82

Tenser, a very prolific writer, compiled *polymorph self*, *polymorph other*, *polymorph any object*, and *Tenser's transformation* into this, his seventh book.

Exalted Book of Ethnic Humor

XP Value: 250 GP Value: 1,250

DRAGON Magazine 134

This 9 by 12 inch spellbook is leather bound and appears to be quite thin. It is a magical study of insulting comments and gestures that a jester can make toward all known intelligent races and creatures. The reader need merely state the race to be insulted and open the book to receive the information. A jester using this item must fluently speak the creature's language (or a mutually known tongue) in order to properly insult it. The insulted creature must save vs. spell or else have a 90% chance of being filled with magical shame, causing the creature to flee and hide for 2d6 rounds. There is a 10% chance that the taunting enrages any listener of the appropriate species, causing it to chase the jester regardless of other circumstances in an attempt to attack the reader in hand-to-hand combat. The enraged victim makes all attacks and saving throws at -2 from his or her blind, all-consuming rage.

Extreme Powers of Observation

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Kwalish wrote this spellbook. It contains *detect magic*, *detect illusion*, *identify*, *detect invisibility*, *glasse*, and *locate object*.

Eyes, Vision, and Arcane Sight

XP Value: 2,800

GP Value: 28,000

DRAGON Magazine 82

Alphon wrote this spellbook. It contains *infravision*, *clairvoyance*, *blur*, *vision*, *blindness*, *wizard eye*, and *eyebite*.



Fiendomicon of Iggwilv

XP Value: 3,600

GP Value: 36,000

The Lost Caverns of Tsojcanth

This brass-bound book contains a treatise on the powerful evil creatures of the lower planes. The DM may include descriptive material and personal names as appropriate. (Note that a creature's personal name is always kept secret, as these can be used for magical purposes. Such creatures also have a common name, which is the only one they will reveal to others.) In addition, each of the six copies known to exist contains the following spells:

Priest Spells

Abjure IV

Exaction VII

Henley's Digit of Disruption

Wizard Spells

Banishment VII

Binding VIII

Dismissal V

Dolor

Ensnarement VI

Torment

The book also includes the words of the *prison of Zagig*.

Each copy of the work has two guardians. One is in the immediate vicinity of the book's hiding place, and will immediately attack the finder of the fiendomicon. If the possessor survives this attack, a second guardian, such as a ghost, nycadaemon, tanar'ri or another, will pursue and attack the possessor of the book within 1d6 weeks. Pursuit continues until either the possessor or the guardian is dead. If the possessor of the fiendomicon is killed, the guardian will find a new hiding place for the book.

(DM's Note: The spells contained in the *Fiendomicon of Iggwilv* are extremely potent, and will greatly enhance the power of the wizard who has them, especially since three of these spells would be available only to those who have a copy of the book. The DM must consider carefully the effects of these spells on campaign balance before introducing them to the campaign).

Although some of these spells require the caster to read a prepared incantation or text aloud during the specified casting time, a character who wishes to use such a spell must still include it in his or her normal spell selection. Although the extreme length and complexity of these incantations require a supporting text, it also requires the formal casting procedures to enable the caster to successfully complete the reading. The cost of failure is fearfully high.

The special and unique spells contained in the grimoire are.

Abjure

(Abjuration; Reversible)

Level: 4

Components: V, S, M

Range: 10 feet

Casting Time: 4

Duration: Permanent

Saving Throw: See below

Area of Effect: One creature

Definition: When a priest employs this spell, he or

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she is attempting to expel a creature of another plane from the place or person it inhabits, and force the creature to return to its own plane. The priest must name the type of creature to be *abjured*. If the creature has a personal name, the priest must speak that as well. The creature's magic resistance, if any, must be checked prior to the determination of the success of the spell. Only if the priest manages to exceed the magic resistance percentage of the creature can the spell possibly affect it.

The priest then compares his or her level against the Hit Dice of the creature being *abjured*. The priest has a base 50% chance of affecting the creature. However, if the priest's level is lower than the creature's Hit Dice, the base chance is reduced 2% for each level the priest is below the creature. If the priest's level is greater than the creature's Hit Dice, the base chance is increased 5% for each level of difference. (Note: a creature with an addition of +4 or better to its Hit Dice is treated as 1 Hit Die higher.)

Percentile dice are rolled, if the roll is higher than the one needed to *abjure*, the creature can attack the priest. However, if the creature wishes to return to its own plane, attack is unlikely.

If the roll is equal to or less than the percentage chance needed, the creature is driven from the place or person inhabited and returned to its own plane. The creature cannot voluntarily return to the place or person it had previously inhabited, although a magically controlled creature can return if ordered to do so by the person controlling it.

The reversed spell, *implore*, entreats some creature from another plane to come to the priest casting the spell.

The type of creature is named, and its personal name, if any, is spoken by the caster. The creature's magic resistance must first be exceeded on a percentage roll. Then success of the spell is checked, in the same way as for an *abjure* spell. The success of the spell does not guarantee that the creature will be friendly to the caster, nor does the spell give the caster any control over the creature.

The material components for the *abjure* spell are holy (or unholy) water, the priest's holy (or unholy) symbol, and some item despised by the creature. In reversed form, the components are the same, except that the last item must be one that the creature desires.

Exaction

(Enchantment/Charm)

Level: 7

Components: V, S, M

Range: 10 feet

Casting Time: 1 round

Duration: Special

Saving Throw: None

Area of Effect: One creature

Definition: A priest using this spell confronts a creature from another plane and requires of it some duty or quest.

The spell will not affect creatures with alignments greatly opposed to the priest's (such as good vs. evil or law vs. chaos). Note that a true (absolute) neutral priest is greatly opposed to all other alignments, for the purposes of this spell. A creature which can be affected receives no saving throw, nor will magic resistance protect it. However, this spell does not affect deities or divine beings.

If the creature has received a great favor in the past from a person of the priest's alignment, the priest can name this as a reason for service. This requires that the priest know the personal history of the creature. If no past service is known to the priest, he or she must pledge a valuable gift or favor to the creature in return for its service. In all cases, the reward promised by the priest must be equivalent to the service required from the creature. The spell then forces the creature to perform the service agreed upon. If the creature fails to perform the mission, it will suffer the penalties of the spells *geas* and *quest* simultaneously, until the mission is completed. Creatures cannot be compelled to obey self-destructive or suicidal commands.

When the service demanded from the creature is performed, it is instantly *teleported* to the priest's location. The priest must then perform the service or grant the reward agreed upon. When the creature's reward is granted, it is immediately sent back to its own plane.

If the priest reneges on the agreement, the creature has two options to choose from. Each is a part of the original spell and does not require magical ability or spellcasting from the creature. Should the agreement be broken, the creature can place the priest under *exaction*. The priest receives no saving throw against this effect. Otherwise, the creature can attack the priest. Should it choose to do this, it will be totally unaffected by any spells cast by the priest.

The material components of this spell are: the

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priest's holy (or unholy) symbol, matter from the home plane of the creature from whom an exaction is required, and knowledge of the creature's nature or past actions written on a page of parchment which is burned to seal the bargain.

Henley's Digit of Disruption

(Evocation)

Level: 7

Components: V, S, M

Range: 10 feet

Casting Time: 7

Duration: Instantaneous

Saving Throw: See below

Area of Effect: One creature

Definition: This powerful spell is used against undead and Negative Plane creatures. When the spell is cast, the priest draws upon energy from the Positive Plane. A bolt of energy from the priest's fingertip strikes the target creature. An undead creature must save vs. spell or be instantly disrupted, completely destroyed. An undead that saves takes 248 points of damage. Creatures from the Negative Plane (such as shadows and wraiths) take 648 points of damage, half if they save vs. spell.

The material components of this spell are the priest's holy symbol and a powdered sunstone of not less than 500 gp value.

Dismissal

(Abjuration, Reversible)

Level: 5

Components: V, S, M

Range: 10 feet

Casting Time: 1

Duration: Permanent

Saving Throw: Negates

Area of Effect: One creature

Definition: By means of this spell, the wizard attempts to send a creature from another plane back to its own plane. The creature's magic resistance, if any, must be overcome before the spell takes effect. The wizard must name the type of creature to be dismissed and must speak its personal name, if any. The level of the wizard is then compared to the Hit Dice of the creature. If the creature's Hit Dice are higher, the difference between its Hit Dice and the caster's level is added to its saving throw. If the caster's level is higher, the difference is subtracted from its saving throw. (Note: if the creature wants to be sent back to its own plane, there is no adjustment to its saving throw.)

If the spell is successful, the creature is immediately whisked away, but there is a 20% chance it will be sent to a plane other than its own, determined randomly.

The reverse of this spell, *beckon*, attempts to conjure a creature from another plane. The type of creature, and the personal name (if any), must be spoken in the spell.

Magic resistance is checked only if the creature has no personal name. The creature's saving throw is determined as in the *dismissal* spell. If the creature fails its save, it is immediately transported to the spellcaster's location. This does not guarantee that the creature will be friendly to the spellcaster, nor does the spell caster have any form of control over the creature.

The material components of the spell vary with the form of the spell. Items which are despised by the creature are used for a *dismissal*. Items which are pleasing or desirable are used for a *beckon* spell. Certain arcane books are rumored to exist that allow an enhanced chance of success for this spell.

Dolor

(Evocation)

Level: 5

Components: V, S

Range: 10 feet

Casting Time: 5

Duration: 2 rounds

Saving Throw: None

Area of Effect: One creature

Definition: By reading this spell aloud, a wizard attempts to force obedience from a hostile creature from another plane. The creature receives no saving throw vs. spell when cast, nor does magic resistance protect it. However, this spell has no effect on deities or divine beings. The spell inflicts increasingly severe pain to the creature, causing it to save vs. spell or obey the caster's orders. The creature's save is modified by the spell's effects.

The spell creates unease in the creature during the reading of the spell, causing it to save against the caster's requests at -1.

The following round the creature becomes nervous and filled with doubts, causing a -2 to the save against the caster's demands. On the last round of effect the creature feels a dull, all-encompassing *dolor*, causing a -3 to saves vs. the caster's commands.

This spell is dangerous to the caster as well as the creature, for it is a test of mind and will. If the crea-

ture's Intelligence is higher than the wizard's, the creature has a chance of *charming* and dominating (as the psionic discipline) the wizard during the time the spell is read. It can use this attack even if it normally has no mental attack at all. The chance is 5% per point of Intelligence higher than the spell caster. If the creature succeeds in charming the spellcaster, it will punish with the wizard as its alignment requires. If the spellcaster is interrupted or distracted during the casting of the spell, the creature will automatically be able to dominate the wizard.

The verbal component of the spell must include the type of creature and its personal name, if any.

Ensnarement

(Conjuration/Summoning)

Level: 6

Components: V, S, M

Range: 10 yards

Casting Time: 1 turn

Duration: Special

Saving Throw: Negates

Area of Effect: Special

Definition: The casting of this spell attempts a very dangerous act—the luring of a creature from another plane to a previously prepared trap where it will be confined until it agrees to perform a service in exchange for freedom.

The spell causes a gatelike opening on the creature's home plane. A special saving throw is used to determine whether the creature spots the trap or believes it to be a gate. To save, the creature's intelligence or less must be rolled on 1d20. The roll is modified by the difference between the caster's Intelligence and the creature's Intelligence. If the caster's Intelligence is higher, the difference is added to the roll; if the creature's Intelligence is higher, the difference is subtracted.

If the saving throw succeeds, the creature ignores the opening. If it fails, the creature steps through into a confining diagram. Should this spell be attempted without using a magical diagram, the creature is free to immediately attack the caster.

Once the creature is confined, it can be kept for as long as the caster dares. Long confinement is dangerous, since any break in the diagram immediately frees the creature. The caster can offer bribes, make promises, or use threats in order to force one service from the captive creature. The DM assigns a value (0 to 6) to what the wizard has said to the creature. The value is subtracted

from the creature's Intelligence. A roll on 1d20 equal to or less than its adjusted Intelligence means that it has refused to obey. A higher score means that it has submitted. A demand can be made once per day. Each day of confinement in the diagram reduces the creature's Intelligence by 1, to a minimum of 3. Demands can be made until the creature submits, or it breaks free, or the caster uses spells to send it back to its own plane.

When the creature brings the caster proof that the task demanded of it is completed, the creature will be transported instantly back to its own plane. However, such forced service will cause the creature to seek revenge on the caster at every opportunity.

The material component of this spell is a magical diagram of a type appropriate to the creature to be ensnared.

Banishment

(Abjuration/Evocation)

Level: 7

Components: V, S, M

Range: 20 yards

Casting Time: 7

Duration: Permanent

Saving Throw: See below

Area of Effect: 2 levels or HD/level of caster

Definition: A *banishment* spell forces a creature from another plane to return to its own plane. The spell affects a single creature or a number of creatures whose combined Hit Dice are less than twice the level of the caster. A banished creature cannot voluntarily return to the plane from which it was *banished*, but it can be called back by *gate* or other spells. The spell requires that the caster name the type of creature to be *banished*. If any of the creatures has a personal name that must also be spoken. The caster must also name a deity or being that is an enemy of the creature being *banished*.

If the creature saves vs. spell, the caster will take 2d6 points of damage from a backlash of magical energy and will be stunned for 1d4 rounds. If the creature fails its saving throw, it is immediately sent back to its own plane. The saving throw can be reduced by the type of components used in the spell.

The material components of the spell are substances and items hateful to the creature being *banished*. Rare items are more potent than common ones. Common items such as holy or unholy water, or powdered gems with magical properties will

provide a -2 modifier on the saving throw roll. Special items that might be used against evil creatures are couatl feathers, powdered unicorn horn, or hair from the tail of a ki-rin. Good creatures would be repelled by such items as vampire dust, brain matter from a mind flayer, or the skin from a succubus' wing. Neutral creatures, such as elementals, would be affected by items relating to neutrals of opposite nature, such as the essence of a fire elemental could be used against a water elemental. A special component could reduce the saving throw die roll by -3 or -4, especially if the spellcaster personally obtains these items through adventuring. The DM may choose the exact special components that would be effective against any particular creature. Common and special components can be combined in the casting of the spell, but the saving throw die roll cannot be reduced by more than 8.

Note: This spell requires an appeal to divine or other powerful beings as part of its verbal component. At the DM's option, a wizard can receive help from a patron deity if the wizard's devotion has been outstanding. A deity can modify the saving throw die roll by an additional -1 to -6, depending on the worthiness of the wizard. However, such direct intervention should be extremely rare, and happen only if the success of the *banishment* is in the vital interests of all of the deity's followers.

Torment

(Evocation-Alteration)

Level: 7

Components: V, S, M

Range: 10 feet

Casting Time: 1 Round

Duration: 6 rounds

Saving Throw: Special

Area of Effect: One creature

Definition: When this spell is cast, the wizard seeks to force submission and obedience from a captive otherplanar creature. The initial preparation of this spell requires the preparation of a special scroll, on which is inscribed the spell itself, the type of creature to be affected, the creature's personal name, if any, and the name of the wizard casting the spell. The naming of both the creature and the caster establishes a magical link between the two and is needed to lend power to the spell.

When the spell is read, there is a 1% chance per point of the creature's Intelligence that it will control the wizard. There is a 5% chance per point of the creature's Intelligence that it will gain

control if the caster is interrupted. If the creature gains control, it will command the caster to step into the confining diagram. The creature will then carry the caster away to its own plane.

If the spell is cast successfully, the wizard continues to read from the parchment, causing increasing pain to the creature with each round of reading. After each round of reading, the caster can try to force obedience from the creature. The creature's saving throw against the orders of the caster is modified by the spell's effects. The first two rounds of reading cause twinges, the third and fourth rounds cause shooting pains, and the last two rounds cause aches and cramps. The creature saves vs. the caster's orders as follows:

First round	-1
Second round	-2
Third round	-3
Fourth round	-4
Fifth round	-6
Sixth round	-8

If the creature fails its saving throw during the reading, it has submitted and will obey the caster's commands to the letter. Naturally, the creature feels intense hatred for the caster and will seek revenge at any opportunity.

The material component of the spell is the scroll. The special inks needed to inscribe the scroll cost 1,000 gp per Hit Die of the creature to be affected.

Binding

(Enchantment/Evocation)

Level: 8

Components: V, S, M

Range: 10 feet

Casting Time: Special

Duration: Special

Saving Throw: Negates

Area of Effect: One creature

Definition: A *binding* spell enables the caster to securely imprison an otherplanar creature. The subject of the spell must already be confined within an appropriate magical diagram. The material components vary according to the type of creature being imprisoned and the type of *binding* being attempted. The duration of the spell depends upon the type of *binding* and the effective level of the primary spellcaster. The primary spellcaster can have up to six assistants, 3rd

level or higher, in the casting of this spell. The assisting wizards add their levels to that of the primary caster as follows: the primary caster's level is increased by one-third the level of each assistant of 9th level or higher. The primary caster's level is increased by one for every assistant of 3rd to 8th level.

The creature's magic resistance (if any) is not effective against the spell, nor is it allowed a saving throw if the effective level of the primary caster is at least twice the creature's Hit Dice. If the caster's level is less than twice as high, the creature gets a saving throw vs. spell, modified by the form of *binding* being attempted. Forms of binding are:

Chaining: The creature is confined by restraints that create an *antipathy* (as the 8th-level wizard spell). This affects all who approach the creature, except for the caster. The creature is *chained* for one year per level of the caster.

Slumber: The creature is affected by a comatose sleep that lasts one year per level of the caster.

Bound Slumber: This is a combination of chaining and slumber that lasts for one month per level of the caster.

Hedged Prison: The creature is teleported within a magically created prison, which must have been prepared previously by the caster. The creature remains there until released by the caster or until the prison is broken by some outside person or power.

Metamorphosis: The creature becomes non-corporeal, except for its face or head. This effect lasts until the spell is broken by some outside person or power.

Minimus Containment: The creature shrinks to a height of 1 inch and is teleported within a gem that serves as a hedged prison. The effect lasts until the creature is freed by some outside person or power.

The confinement created by the *binding* spell is in addition to that provided by the magical diagram. Even if the spell fails, the diagram is still effective against the creature. Once the spell has taken effect, the accidental or deliberate destruction of the magical diagram does not negate the spell.

The saving throw against this spell is modified by the type of *binding* attempted. Chaining has a normal save, slumber is at +1, bound slumber at +2, hedged prison at +3, metamor-

phosis at +4, and minimum containment at +5. However, if the creature is first weakened by *dolor* or *torment* spells, the saving throw die roll is adjusted by -1 for *dolor*, -2 for *torment*, or -4 if both are used. A successful save means that the creature is unaffected.

A creature under chaining, slumber, or bound slumber receives a normal saving throw vs. spell after each full year of confinement. Success means that the creature has broken the spell.

The components for the spell include a continuous chanting of the spell from a scroll or *Fien-domicon* containing the spell, gestures appropriate for each form of binding, rare soporific herbs, a diamond or corundum gem of 1,000 gp value for each Hit Dice of the creature, a portrait on vellum or a statuette of the creature, and miniature chains of precious metal (such as iron for *tanar'ri*, silver for *yugoloths*, and nickel for creatures from *The Gray Waste*). The exact material components depend on the type of creature and its alignment, and can be chosen by the DM. At the DM's option, the exact materials needed can be regarded as secret, requiring research on the part of characters using the spell.

Forgotten Arts of Oratory Magnetism

XP Value: 2,000

GP Value: 20,000

DRAGON Magazine 82

Penned by long-ago by the wizard, Leomund, this valuable manuscript contains *fascinate*, *taunt*, *irritation*, *truename*, and *Leomund's lamentable belabourment*.

Foundations of Secret Authority

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Deuschechen was a little-known wizard who spent most of his career forcing others to do his bidding. Lazy by nature, he had his "charges" adventure while he sat in a chair and felt their emotions and experiences without ever leaving the safety of his home. Unfortunately, as thieves ransacked Deuschechen's house one evening while he was astrally entranced with an adventure, the thieves slit his neck, fearing the wizard would catch them and enact some horrible vengeance upon them. It is believed that his life force is still confined to the barrier of the Prime Material Plane, unable to venture forth to its true destination. Deuschechen's spellbook contains *binding VIII*, *demand VIII*, *torment*, and *dismissal V*.

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Galadaster's *Orizon*

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 181

Two circular, bucklerlike cover plates of polished electrum, 4 handwidths across and having rolled edges, make this tome resemble a gigantic coin from a distance. The cover-plates are joined by a spiral wire hinge. Between them, wired to the hinge, are six pages: circular frames of stretched vellum, each bearing the runes of and directions for one spell. The frames are varnished and smooth-carved whistlecane that resembles bamboo.

Galadaster was a famous wizard of what is now Amn in the FORGOTTEN REALMS setting, who made his name long ago by his daring explorations of the wilder lands of the Sword Coast North. With a party of adventuring companions, Galadaster fought many orcs, elves, and horrific monsters, always returning to his isolated tower with gold and magical riches. Often, his companions did not return with him.

A hundred years or more the wizard passed in this way, never seeming to age much. Rivals and would-be apprentices alike he dealt with coldly and efficiently. Galadaster's hawklike face was seldom seen in the lands around his abode, and ever-more-powerful enchanted guardians

ensured his privacy. When he encountered other wizards, he took what he wanted of their magic and mercilessly, tirelessly destroyed them, letting none escape. Then off he would go on another adventure.

Neighboring wizards grew ever more fearful, and at length began to work against Galadaster, poisoning the game, flora, and the very air around the wizard's tower. Only in his absence the wizards worked, patiently and stealthily. Years passed—as did several of the wizards, at Galadaster's hands—and there came a time when the lone tower fell silent and Galadaster came forth no more.

Emboldened, the wizards gathered and talked each other into courage enough to investigate the tower. They braved fiendish traps and vicious guardian monsters to find—Galadaster waiting for them, a hideously discolored and bloated lich. Galadaster coldly set about ensuring that none of the wizards would leave the tower alive. As he slew them, the remaining wizards grew so desperate that they called upon all their allies, servants, and powers. The tower of Galadaster toppled amid many explosions, but the wizards perished anyway. Galadaster survived, walking away west to the Nelanther (Pirate Isles), where he is said to dwell still, ageless and terrible in his power.

The *Orizon*, a trifle in Galadaster's eyes, is all that survived the ruin of his tower. A workbook in which the young Galadaster copied spells in his travels, it contains only six spells, as follows: *spider climb*, *firestaff* (unique spell), *slumberward* (unique spell), *web*, *Geirdorn's grappling grasp* (unique spell), and *Morgannaver's sting* (unique spell). The spells of *spider climb* and *web* are well known, but the other four spells are rare indeed. Where Galadaster gained them is unknown; they may survive in the spell books of other wizards of the North.

The *Orizon* was stolen from a wizard in Crimmor some 90 winters ago. Its present whereabouts are unknown. Details of the rare spells in the *Orizon* are given here, from the Bibliamagus of Thelonn Bedelzar of Crimmor, an apprentice permitted to view the work when it was held by the Archmage Elthong of Crimmor.

Firestaff

(Evocation)

Level: 2

Components: V, S, M

Range: 0

Casting Time: 2

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: By means of this spell, a spellcaster can cause balls of blue flame to come into being at both ends of a nonmagical staff, pole, log, club, or tree limb. The object must be of wood and have two discernible ends; it is not consumed or altered by the spell or the spell's flames. The wizard cannot choose to cause only one end of the staff to be alight, and he or she cannot extinguish the flames at will; the spell must be allowed to expire or *dispel magic* must be used.

The burning staff does 1d6 points of damage, plus 2d4 points flame damage, per blow (the staff is considered a magical weapon for deciding what creatures it can hit, but it has no attack bonuses). The staff can be wielded by creatures other than the caster and can ignite flammable materials as well as being used as a weapon. The material components of this spell are a piece of phosphorous or a flame of any sort, the wooden object to be used, and a pinch of iron filings.

Slumberward

(Abjuration)

Level: 2

Components: V, S

Range: Touch

Casting Time: 2

Duration: 2 rounds per level

Saving Throw: None

Area of Effect: 1 creature

Definition: This spell protects one creature against drowsiness and similar conditions caused by magic. Unconsciousness, stunning (however caused), and all forms of sleep cannot occur or have any effect upon the protected being, who also gains a +1 bonus on saving throws against *charm*, *suggestion*, *command*, *hold*, and similar magic of the will and natural magical abilities. The caster may use this spell on himself or others.

Geirdorn's Grappling Grasp

(Evocation)

Level: 4

Components: V, S, M

Range: 10 feet per level

Casting Time: 4

Duration: 2 rounds per level

Saving Throw: None

Area of Effect: Special

Definition: This magic brings into being a hand-shaped force, invisible to all but the caster, that can be used to grapple objects and even certain spell effects. Only the caster can direct the hand, which is twice the size of the caster's own left hand. Directing *Geirdorn's grappling grasp* precludes spell-casting; if such is undertaken, the magical hand merely hangs motionless until concentrated upon again or until the spell expires (control can be assumed and neglected several times, if desired). This hand can move through the air as rapidly as the caster normally moves. The hand can grip but not strike: it cannot even touch living matter, but it can grasp parapets, locks, keys, levers, weapons, etc. with the same strength as the caster. Small objects can be carried about. The hand cannot manipulate things with any delicacy, but it can slow or prevent their movement for one round. Weapons cannot be wielded by the spell force, but the hand can act against any nonliving enemy's weapon so as to cause a -2 THAC0 penalty.

The primary use of this spell is to combat the various *Bigby's hand* spells. This spell can lessen the damage dealt by the *Bigby's hand* spells by 1d4+1 hit points. If a *Bigby's hand* spell causes no damage, *Geirdorn's grappling grasp* will keep the former from taking effect for one round. The material component of this spell is a glove or a human finger bone.

Morgannaver's Sting

(Necromancy)

Level: 5

Components: V, S

Range: Touch

Casting Time: 5

Duration: Permanent

Saving Throw: Special

Area of Effect: Special

Definition: This spell enables the caster to drain 3d4 hit points from any single creature. The creature must be touched within three rounds of the

spell being cast (a successful attack roll is required), or the spell is lost. If the caster begins casting another spell before touching another being, the spell will also be lost. The first touched being is affected, regardless of the caster's intentions. The touched victim makes a save vs. spell. If the saving throw is successful, the loss is reduced to 1d6+1, and the caster gains no points. If the save fails, the caster gains the 3d4 hit points drained from the victim as healing energy, and the victim is wrecked by intense pain for 1d3 rounds. The victim suffers a penalty of +2 on Armor Class and attack rolls during this time, and is unable to cast spells or perform other activities requiring concentration. *Morgannaver's sting* does not confer extra hit points upon the caster; if the caster is at full hit points or becomes fully healed, excess hit points drained by the spell are simply lost and cannot be applied to damage suffered on the following round. A victim can regain lost hit points by normal rest or mundane or magical curative means.

Gazette of the Norse Climates

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Otiluke wrote the spells *gust of wind*, *ice storm*, *control weather*, *Otiluke's freezing sphere*, *cone of cold*, and *wall of ice* into this work.

Glandar's Grimoire

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 164

This book is only a burned remnant; its original, undamaged appearance is unknown. All that survives is a front cover of black dragon hide stretched over a sheet of slate and stitched with wire, and five scorched, fire-browned pages that it protected. The rest of the book—its back cover and an unknown number of additional pages—is lost, probably destroyed by flames.

The cover and surviving pages have been kept together over the years by storage in a flat octagonal coffer of ornately carved ivory. The coffer has a clasp and hinges of electrum, and its cover is worked in a stylized relief design of waves, clouds, trees, and seabirds, with a lateen-rigged ship visible far off on the waves. The coffer is worth 150 gp or so for materials, plus a subjective amount (50–500 gp) for the workmanship, believed to be that of an artisan of Calimport or Tashluta. A shallow secret compartment on the underside of the coffer is known to have held (at various times)

lockpicks, keys, amulets, needles, and the like.

The Glandar was a wizard-king of long ago, whose lands were somewhere near the Vilhon Reach. "The Glandar" is actually a title; his real name has been forgotten. It is known that the Glandar was an intelligent, powerful wizard whose Art was skillful enough to create aerial craft even in those dim days, and whose small kingdom boasted irrigation, medicine, and Art far more advanced than those of neighboring lands.

The Glandar was also a cruel tyrant who permitted no other being beside himself to study Art in his lands—and this policy proved to be his undoing. He was alone when attacked by a group of young, ambitious wizards of Unther. Although he slew many of them, he was overwhelmed and utterly destroyed. His grimoire (so named because its first page bears only the inscription: *The Grimoire Most Perilous of The Immortal Glandar, Lord of the Undying, Scepter of Glandara*) was seized by his slayers, who battled each other for the spoils, wreaking much havoc in the fallen wizard's realm of Glandara. ("Scepter" was the title the Glandar ruled by; "Lord of the Undying" is believed to refer to his mastery of the undead, through dark art.) The other four surviving pages of the Grimoire contain a single spell each—four unique spells, all described below.

Fellblade

(Abjuration/Evocation/Necromancy)

Level: 5

Components: V, S, M

Range: 0

Casting Time: 1 round

Duration: 1 turn per level

Saving Throw: None

Area of Effect: Special

Definition: The casting of this spell brings into being a smoky-gray, blade-shaped bar of force (up to 4 feet in length) in the caster's grip. A *fellblade* passes into nothingness in an instant if it leaves the caster's hand (it cannot be sheathed to be wielded again later). Its use therefore precludes spellcasting. It also vanishes instantly if the caster dies or becomes unconscious or *feeble-minded*, but it can otherwise be wielded for one strike per round (normal attack roll required). The *fellblade's* strike can have one of three fell effects. One function must be selected by the caster prior to attacking.

- The *fellblade* can do 2d4 points of damage, functioning as a weapon able to hit all creatures (except those immune to low level magical weapons) at normal chances.
- The *fellblade* can drain from any creature it hits the exact hit points necessary to heal all current damage to the sword-wielder (up to the maximum possessed by the target).
- The touch of the blade can do 1 point of physical damage and *bestow curse* (as the reverse form of the priest spell *remove curse*). This power can be used only three times in every 111 turns (18½ hours) by any spellcaster (regardless of how many *fellblade* spells that being casts).

The material components of this spell are a drop of the caster's blood, a piece (any size) of cold iron, and a drop of *unholy water* (that the caster need not touch directly).

Melisander's Harp

(Alteration)

Level: 5

Components: V, S, M

Range: 10 feet per level

Casting Time: 5

Duration: 1 round per level

Saving Throw: Neg.

Area of Effect: Special

Definition: This spell is named for its creator, the elven wizard and harper hero known to Realmslore as "The Last Lonely Harpist." It brings into being the spectral, shadowy illusion of a harp that plays by itself, floating in midair. The harp can be up to 10 feet per level distant from the caster, and while within range can be moved at a rate of up to 10 feet per round according to the caster's will. The harp's playing can be turned on and off instantly and repeatedly by the silent will of the caster, but this does not affect spell duration.

While the harp is playing, all creatures within 20 feet of it are affected as if by a *slow* spell (no saving throw). All sound is hushed (but not negated), available light dims, and all creatures of 4+4 HD or less within 40 feet must make a saving throw vs. spell or be affected as if by a *sleep* spell. All creatures and objects within 60 feet of a *Melisander's harp* are also affected as if by a *feather fall* spell (no saving throw) while the harp is playing.

A *Melisander's harp* is unaffected by *dispel magic* or *silence* spells. A *limited wish* or stronger spell is required to destroy such a harp. The pow-

ers of a harp cannot pass through magical barriers (such as a *wall of force*), and a spellcaster cannot cause a harp to come into being beyond or to move to the other side of such a barrier.

The material components of this spell are a silver harp-string and at least three tears (the tears of an elf, a maiden who sings, a harpist or other musician, or the caster; tears from different individuals may be combined in the casting).

Disruption

(Alteration/Necromancy)

Level: 9

Components: V, S

Range: 10 feet per level

Casting Time: 3

Duration: Instantaneous

Saving Throw: Special

Area of Effect: 40-foot-radius sphere

Definition: This powerful spell causes undead and other magically animated creatures (such as golems) to be utterly destroyed. Summoned, enchanted (controlled by magical means), and charmed creatures are instantly freed from any controls upon them. Any ongoing spell casting in the area of effect is ruined (magical item effects are delayed for a round but are not otherwise affected; artifact powers are unaffected).

All effects of a *disruption* occur only within a globe of 40-foot-radius. The range of the spell refers to how distant the center of the globe may be from the caster. The spell takes effect instantly and then is gone; its area of effect cannot be moved.

The spell affects creatures within the area of effect who are of only three specific sorts: undead, magically created or animated creatures, and magically controlled creatures. Target creatures that have fewer than 6-HD are automatically affected. Any creature of this sort who has 6 HD or more must save vs. spell to avoid being affected by a *disruption* spell (even if it wants to be affected). If the save succeeds, the creature escapes disruption but is stunned for 1d2 rounds.

Immunity to Undeath

(Abjuration/Alteration/Necromancy)

Level: 9

Components: V, S, M

Range: 0

Casting Time: 1 round

Duration: 1 round per level

Saving Throw: None

Area of Effect: 40-foot-radius sphere

Definition: This spell creates a globe that moves with and is centered on the caster. The perimeter of this protected area glows with a very faint blue-white radiance, visible only in gloomy or dark surroundings. All creatures can freely pass into and out of the globe.

Within the globe, all beings are rendered immune to energy-draining attacks, Strength-draining attacks, mental control (even of one undead by another), and all undead powers that cause fear, paralyzation, aging, or death (such as the wail of a banshee).

A creature leaving the globe becomes normally vulnerable to undead attacks but can regain protection by reentering the globe any number of times until the spell expires. A being on the perimeter remains completely protected as long as any part of its body is in contact with the globe. Undead can freely enter or leave the globe, and their physical attacks do normal physical damage. Undead can be turned with the usual chances within the globe. Undead cannot change form within the globe (a vampire cannot turn from gaseous to solid form or vice versa), nor can undead be animated by any creature or means within the globe. Shadows and other hard-to-discern undead are clearly outlined at all times while within the globe and are rendered vulnerable to all weapons.

The caster cannot end the spell's effects before the spell expires. Only *dispel magic* spell can destroy the globe. Otherwise, spellcasting may be freely undertaken within the globe, by the caster of the immunity spell or by others. The material components of this spell are a drop of the caster's blood, a seed from any plant, and a drop of holy water.

Glanvyl's Workbook**XP Value:** 4,000**GP Value:** 40,000

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Glanvyl's workbook is a small (1 handspan in height, 7 fingers wide, and 2 thick) volume constructed from two leather-covered boards held together by brass triangular-head nails, through a central spine of heavy hide to which are sewn a dozen parchment sheets. The outside front cover bears a personal rune, thus:

Beneath it, an inscription in Common: "Glanvyl—his Workbook." Both rune and inscription are burned into the leather,



and the grooves filled with molten copper, which has hardened into rainbow-scarred, predominantly orange metal traceries.

Glanvyl is an unknown magic-user who assembled this workbook—probably under the tutelage of one or more wizards of greater power—in the caravan-crossroads city of Scornubel some 300 years ago. It was hidden in a chest of silk gowns, behind a loose stone, in a cellar wall of a house owned by the merchant Pentle, and before him by the illusionist and adventurer Alkunda Gar. After Pentle's house was destroyed by a fire, one of the rebuilders found the book and took it with stealth to the sage Bendulphin, who gave him 500 pieces of gold for it.

Bendulphin died of natural causes, shortly after that, and his son Tresk took the Workbook to Waterdeep, where he sold it to a conjurer, one Brasztor. This new owner disappeared shortly after that, and his rooms were rifled by the Master Thief Nighteye—or someone else who dared to use his mark. The whereabouts of the Workbook at present are unknown; Nighteye has probably traded or sold it, but he could have done either of these things with almost anyone, anywhere.

From Bendulphin's notes, we learn that the workbook's 12 pages bear the following spells and writings: the unique cantrips *horn*, *listen*, and *scorch* (all described hereafter), set forth one to a page, and the spells *write*, *detect magic*, *Leomund's trap*, and *Nystul's magic aura*, one to a page, in the order given. These are followed by a page of notes on the intensities and hues of various dweomers viewed by *detect magic* (confused and subjective—of little practical use), and then a unique druid spell, *smoke ghost* (presumably copied by Glanvyl through use of a *write* spell, and then found to be an untranslatable druidic prayer—or perhaps never identified by him at all). Particulars of this spell are given below. The last two pages of the workbook contain spell-ink formulae for writing the spells *haste* and *lightning bolt*, respectively (these are also reproduced below).

Horn

(Evocation)

Area of Effect: Special**Casting Time:** Special

Definition: A haunting-sound *horn* cantrip causes the sound of a nonexistent horn or trumpet being winded to be heard within 20 feet (60 feet

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if loud). The pitch, volume, apparent distance (echo and muffling), and length of note (only a single call is permitted) are all controllable by the caster. The caster faintly or inaudibly hums a tone to set the pitch, and then opens his or her mouth into an O-shape while cupping the fingers of one hand over it. The trumpet call will last as long as the mouth is open in an O. The volume and steadiness of the note are controlled by the fingers (which flare open to increase volume, and pinch shut to mute it) and can be shaken to give a tremulous note. A caster practiced in the use of this cantrip can imitate horn blasts perfectly.

Listen

(Alteration)

Area of Effect: 1 creature

Casting Time: 1

Definition: A person-affecting *listen* cantrip enables the caster to attract the attention of a target creature within 60 feet. The cantrip is activated by the caster's pointing at the target and then at himself, while simultaneously saying, "Ahem." The target will then be alerted to the message subsequently (beginning the round of the casting) spoken by the caster—across a wide street or a crowded room. The cantrip does not act as a *message* spell; there must be no barriers to sound between caster and target, and the cantrip does not improve the target's hearing or the volume of the caster's voice—nor does it capture the target's full concentration, so it will not ruin or delay spellcasting. If the message is spoken in a language not understood by the target, the cantrip does not translate it. The cantrip is ideal for alerting a friend to the presence of the caster. A *listen* cantrip is never cast upon the wrong target due to movement during the caster's pointing; the caster's view of the target determines the target.

Scorch

(Alteration)

Area of Effect: 1 object

Casting Time: 1

Definition: This reversed cantrip, despite its name, creates neither flame nor heat. Instead, by magically exciting the molecules of any flammable nonliving object (of up to 10 pounds in weight), it causes the object to char without noise, smell, or smoke. The caster must touch the object (attack roll required if another creature is attempting to protect the object or keep the caster from it), and the object is allowed a saving throw

vs. magical fire. If the save fails, the object is consumed. This cantrip will readily destroy magical writings such as spellbooks and scrolls. The verbal component is a hissing noise; the somatic component is merely touching the object to be affected.

Smoke Ghost

(Alteration)

Level: 4

Range: 10 feet per level

Duration: 1 round per level

Area of Effect: Special

Components: V, S, M

Casting Time: 4

Saving Throw: $\frac{1}{2}$

Definition: By means of a pinch of dust and mistletoe, cast into an existing fire or cloud of smoke (of magical or natural origin), a druid can affect smoke, drawing it into a wraithlike cowed form which will fly or glide up to 140 feet per round in the direction he or she wishes. The *smoke ghost* is not a living creature or sentient force, and cannot wear clothing, carry things, or can be made to speak. It is merely an apparition with one attack ability: it can envelop an opponent and suffocate it with thick, choking smoke and ash.

This causes 1 point of damage per round the victim is within the ghost (the druid can cause the smoke ghost to move with an opponent) and blinds the victim so that all attacks are at -2 on attack rolls. Spellcasting and even normal speech is impossible for the victim (violent retching and coughing will occur when these are tried). The victim is rendered unconscious through suffocation after 1d6+3 successive rounds of envelopment.

A successful saving throw vs. breath weapon must be made each time a creature is enveloped, even if the same creature has escaped from within the *ghost* once or several times before; reduces the victim's attacks to -1 and damage to -1 point at the end of each two successive rounds of envelopment (no damage for lesser time periods, or fractions). This means that suffocation occurs at the end of nine successive rounds of envelopment. Creatures who make a successful saving throw vs. spell can manage to utter item command words, power words, or cast some other spells and cantrips that require only a single spoken word; doing so usually wracks them with uncontrollable coughing fits for the following round. A *smoke ghost* is a cloud of thick, billowing gray smoke approxi-

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mately 9 feet high by 2 feet in diameter, and cannot achieve a greater stable volume, but its precise form is variable, in accordance with the caster's wishes. A *smoke ghost* can rise up into the air 10 feet per level of the druid or be made to sink to the ground, flowing along the earth like some sort of living blanket, and can swoop and maneuver through cracks and crevices precisely as the druid wills. It can shift into a globe-form or wall-form in one-quarter round. A druid who cannot see his or her *smoke ghost* cannot direct it, nor can a druid whose concentration is turned elsewhere (such as casting another spell) do so. In both cases, the *smoke ghost* will hang motionlessly until it is *dispelled* or the spell expires—a *ghost* that reaches the caster's maximum range will also stop and remain in place until disappearing or until directed elsewhere by the caster. The caster can will the *ghost* to disappear into nothingness at any time (which takes one-half round). It can also be destroyed by a *gust of wind*, *dispel magic*, or strong natural winds.

Haste Ink Preparation

- 1 ounce giant squid sepia
- 1 large, fine diamond, powdered
- 1 large blue sapphire, powdered
- 6 drops of lemming blood
- 1 pegasus heart, whole
- 12 drops of cheetah blood (or 2 drops of baku blood)
- 2 birthwort leaves
- 3 foxglove flowers, intact, and 6 leaves
- 4 drops *holy water* (or 1 drop of a *potion of speed*)
- 2 drops quicksilver (mercury)
- 6 drops human blood

Crush the birthwort and foxglove, and sprinkle into a crucible containing the liquid sepia, lemming blood, cheetah blood, and *holy water*. Stir well, and place over a well-established fire. Immerse the pegasus heart in crucible and heat mixture steadily to boiling, stirring occasionally. The heart will dissolve slowly; when it is gone, add the powdered gems, and remove from heat, allowing the crucible to cool undisturbed. When cool, add the quicksilver; do not stir. Cover, keep in a dark place for at least four days and nights, and then uncover under the light of the moon (which must be waxing or full). Decant into a flask or vial, add human blood, shake well.

Lightning Bolt Ink Preparation

- 1 ounce giant octopus ink
- 1 ounce crushed amber (may be several gemstones or fragments; a honey-orange color is best)
- 1 large blue sapphire, powdered
- 1 ounce powdered copper—pure, not sulfate (or 1 ounce powdered gold)
- 1 volt tail, intact
- 6 or more drops volt blood (or 12 or more drops electric eel ichor)
- 6 ounces or more umpleby flesh water
- metal rod (ferrous metal, any type)

Boil the umpleby flesh and volt tail in a copper vessel, until the liquid has boiled away. Remove from heat and add the giant octopus ink and powdered copper, gemstones, stirring with the rod of ferrous metal. Pour into a stone bowl or depression and add the volt blood, a drop at a time. Leave an end of the rod in the mixture. Lightning must then be induced to strike the rod; lightning of a natural storm is best, although magic such as *lightning bolt*, *call lightning*, and *control weather*-induced storms will do. Electrical charges of smaller magnitude (such as those produced by an umpleby, an electric eel, or a *shocking grasp* spell) can also be used, but these must be applied repeatedly; once a night for six successive nights. (A combination of these sources may be employed.) After that, let stand. When the mixture turns blue, it is ready for use.

Glyph

XP Value: 400/glyph **GP Value:** 4,000/glyph

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Glyph books give only the names of certain *glyphs* and their functions. If magical, they would permit a priest to thereafter cast that *glyph*. If merely records kept by another priest, they would at least impart the name of the *glyph* and its effect. In no case would they permit a priest to cast a spell of opposite alignment or beyond his or her level.

Great Paravirtual Emanations

XP Value: 2,000

GP Value: 20,000

DRAGON Magazine 82

The incredible Nystul, the author of over 15 spellbooks, penned his own versions of *shadow magic* and *demishadow magic*, as well as *Nystul's magic aura*, *shades*, and *Leomund's trap*.

Hand of Helm

XP Value: 10,800

GP Value: 108,000

DRAGON Magazine 164

This book is 6 handwidths across by 12 handwidths tall and is fashioned of sheets of polished electrum. The pages are stamped and graven with the runes and glyphs of prayers (priest spells), one prayer per page. Each page is linked by two binding rings. The rings are welded to inch-thick steel covers worked to resemble overlapping, riveted armor plates radiating outward from a single, large staring eye (the *badge of Helm*, god of guardians).

The tome is heavy (30 pounds) and is customarily wrapped in turquoise-colored velvet and borne about upon an upturned shield slung between two pikes and carried on the shoulders of four priests of Helm.

The origins of the *hand of Helm* (both the book and the reason for the name it bears) are lost in the mists of time. This volume was used by the traveling priest Helbrace "Stormhammer" Orthorn in the early days of human settlement of the North. It served to guide the prayers of the acolytes and lesser brothers in Helbrace's service. Helbrace was crippled in body and mind at his greatest victory, the destruction of the illithid-led orc horde, known to bards as the Everhorde, at the battle of Firetears in the year 612 (Northreckoning). He was taken to Neverwinter, where he lived out the last of his days in peaceful idleness, his mind clouded and wandering. The *Hand of Helm* disappeared during the battle; none knows if Helbrace gave it to someone, hid it, or lost it to misadventure or a foe. Its present whereabouts are unknown. Many priests of Helm read from its pages when Helbrace was active and were free to copy what they needed from it.

The *Hand of Helm* contains 27 spells, one spell per page, as follows: *bless*, *command*, *cure light wounds*, *detect evil*, *detect magic*, *light*, *protection from evil*, *remove fear*, *resist fire*, *resist cold*, *detect charm*, *hold person*, *know alignment*, *continual light*, *cure blindness or deafness*, *dispel magic*, *exaltation* (unique spell), *forceward* (unique spell), *glyph of warding*, *mace of Odo* (unique spell), *remove curse*, *speak with dead*, *abjure*, *detect lie*, *neutralize poison*, *protection from evil 10' radius*, *seeking sword* (unique spell), and *tongues*.

Exaltation

(Abjuration/Conjuration/Summoning)

Level: 3

Components: V, S, M

Range: Touch

Casting Time: 1 round

Duration: 1 round per level

Saving Throw: Special

Area of Effect: Creature touched

Definition: This spell enables a priest to aid and protect any one other being. By touch, the caster removes the effects of *fear*, *sleep*, *feeble-mindedness*, hunger, pain, nausea, unconsciousness, intoxication, and insanity from the spell recipient. The recipient is protected against spells and other attacks that cause these effects for the duration of the spell. Such effects are negated, not postponed until the spell expires. When this spell is cast on a being of a different alignment and faith than the caster, the recipient makes a saving throw vs. spell (even if willing). If the save is successful, the spell is lost and has no effect. If the spell recipient is of the same alignment as the priest but of a different faith, the saving throw is at -4. If the spell is successful, the *exalted* recipient receives a +1 bonus to morale reactions, and attacks. If the spell recipient worships the same deity as the caster but is of another alignment, the saving throw is at -6; a successfully exalted recipient gets a +1 morale bonus. A recipient of the same faith and alignment as the caster needs no saving throw, gets a +2 morale bonus for the spell duration, and (if the priest desires) will radiate a white, blue-white, or amber *faerie fire* radiance for the duration of the spell (if chosen, the radiance is evoked immediately and cannot be ended before the spell expires). A priest cannot cast this spell upon him or herself. The material components are a flask of holy water and a powdered sapphire or diamond of at least 1,000 gp in value.

Forceward

(Abjuration)

Level: 3

Components: V, S, M

Range: Touch

Casting Time: 1 round

Duration: 1 round per level

Saving Throw: Special

Area of Effect: Creature touched

Definition: By means of a string of gems, rock crystals, or glass beads, and his or her holy symbol, a priest can call into being a *forceward*. The air within this spherical area of protection glows faintly; it is barely visible in full sunlight but clearly lit in darkness. All creatures except those

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touched or named by the priest in the spellcasting must make a saving throw vs. spell or be forced away from the caster (for 10 feet per level of the caster), withdrawing immediately. Warded creatures must remain outside the protected area for the spell duration unless they save vs. spell at -3 to successfully break into the warded area (one save per round for each being attempting to enter). Any creature breaking through the *forceward* may move and act freely but cannot confer freedom from the ward to others, even by attempting to drag them along.

Any creature may freely leave the warded area but must successfully save to reenter, even if originally named as protected or if successful earlier in breaching the ward. Missiles and spells may be launched freely into and out of the warded area. The *forceward* ends instantly if the casting priest leaves its confines, is slain or rendered unconscious, or wills the ward out of existence. The caster may engage in spellcasting without affecting a *forceward*; continuous concentration is not required to maintain it. A *dispel magic* spell destroys a *forceward* instantly.

Mace of Odo

(Evocation)

Level: 3

Components: V, S, M

Range: 0

Casting Time: 1 rd.

Duration: 1-4 rounds

Saving Throw: Special

Area of Effect: Special

Definition: By means of a stone, a piece of wood, and two drops of holy water, this spell enables a priest to create a magical mace. A *mace of Odo* is actually a mace-shaped construct of force. It is translucent but glows bright white (its radiance equal in effects to a *light* spell). The mace can be wielded immediately when casting is complete, or it can be held for up to three rounds. All spells cast at the bearer of a *mace of Odo* are absorbed harmlessly by the mace (area-effect spells are not affected by such a mace).

A *mace of Odo* strikes at +5 on attack rolls and does 3d6 points of damage to creatures with more than 2 HD (4d6 hp to undead). Whenever it strikes, or four rounds after the round of its casting (whichever comes first), the mace vanishes instantly in a burst of white radiance. Creatures of 2 HD or less suffer only 1 point of damage when

struck by a *mace of Odo* but must save vs. paralyzation or be paralyzed for 1d4+1 turns.

Seeking Sword

(Evocation)

Level: 4

Components: V, S, M

Range: 30 feet

Casting Time: 7

Duration: 2 rounds per level

Saving Throw: None

Area of Effect: Special

Definition: This spell brings into being a shimmering blade of force that appears as a sword of any description the caster desires. The sword forms in midair and is animated by the will of the caster (who need not ever touch it), flashing about as it attacks.

The blade is silent, numble (Maneuverability Class A), and fast (able to catch a quickling), although it cannot move beyond spell range from the caster. The blade can strike four times per round, doing 2d4 points of damage with each successful hit.

Although it has no attack bonuses, a *seeking sword* is considered a +4 magical weapon for determining what sorts of beings it can strike. It can strike nonliving objects and can be wielded dexterously enough to lift latches, slide bolts open or shut, turn pages of books, and so on. The caster may freely move the sword from target to target unless physical or magical barriers (such as a *wall of force*) are in the way, but must concentrate on the blade to maintain its existence and direct it (other spellcasting is impossible).

A *seeking sword* moves with strength enough to parry and hold back another blade wielded by a strong human or humanoid. It can be used to shatter glass objects, spike open doors, puncture sacks, or search for unseen opponents by sweeping through apparently empty spaces or across windowsills and thresholds. The material components are a drop of mercury and a human hair.

History of Evil Mages and Apprentices

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 82

After one week of studying this book, an evil owner must save vs. spell at -2 every week after that or be *imprisoned* in the book in a manner similar to a *magic jar* spell. A brief recounting of

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the owner's life and times will then appear on one or more of the book's blank pages. (Other previous owners are described on other pages; their life essences are also held within the book.) A single owner can be released from this captivity by a *limited wish* or *alter reality* spell. If the book is burned, damaged, or destroyed by nonmagical means, the trapped characters are still *imprisoned* within the remains, and now cannot be released singly by anything short of a *wish* spell. If the book or its remains are burned, damaged, or destroyed by magical means, the captives will be released, all at once, but each must roll less than their Intelligence on 1d20 or be afflicted with some form of insanity.

History of Good Mages and Apprentices

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 82

After one week of studying this book, a good-aligned owner must save vs. spell at -2 every week after that or be *imprisoned* in the book in a manner similar to a *magic jar* spell. A brief recounting of the owner's life and times will then appear on one or more of the book's blank pages. (Other previous owners are described; their life essences are also held within the book.) A single owner can be released from this

captivity by a *limited wish* or *alter reality* spell. If the book is burned, damaged, or destroyed by nonmagical means, those trapped are still *imprisoned*, and now cannot be released singly by anything short of a *wish*. If the book or its remains are burned, damaged, or destroyed by magical means, the captives will be released all at once, but each must roll less than their Intelligence on 1d20 or be afflicted with some form of insanity.

of Hope

XP Value: 1,200

GP Value: 9,000

New Item

This slim volume was penned by Azigreth Goldentoe. When last seen, it had golden covers engraved with Azigreth's sigil. It is said to contain *protection from evil*, *limited wish*, and *wish* among others. The book was stolen from Azigreth's library 16 years ago. A reward of twice its gp value has been offered for its return.

Idioms & Rare Cryptographs

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

This spellbook was written by the wizard Elminster. It contains the following spells: *message*, *write*, *illusionary script*, *tongues*, *audible glamor*, and *magic mouth*.

Inexplicable Reflections

XP Value: 1,200

GP Value: 12,000

DRAGON Magazine 82

Bucknard compiled *mirror image*, *magic mirror*, and *gaze reflection* in this small, pocket-sized spellbook.

Influence on Solid Corpus

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Mentor penned *fool's gold*, *transmute rock to mud*, *stone to flesh*, *plant growth*, *animal growth*, and *shape change* into this rare spellbook.

Influences and Suggestions

XP Value: 2,800

GP Value: 28,000

DRAGON Magazine 82

One of the few actual "published" works by Arunsun, this spellbook contains *charm person*, *ray of enfeeblement*, *scare*, *suggestion*, *antipathy/sympathy*, and *mass suggestion*.

Intelligence and Intuitive Domination

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Zagy wrote this spellbook with life-essence specialty spells. They are *ESP*, *trap the soul*, *spiritwrack*, and *magic jar*.

Irid Newleaf's

XP Value: 8,000 **GP Value:** 80,000

Legacy of Blood

Irid's spellbook contains the following spells: *charm person*, *detect magic*, *magic missile*, *protection from evil*, *read magic*, *sleep*, *detect invisible*, *ESP*, *mirror image*, *phantasmal force*, *web*, *fireball*, *fly*, *hold person*, *lightning bolt*, *confusion*, *hallucinatory terrain*, *wizard eye*, *cloudkill*, and *teleport*.

Jaluster's Orizon

XP Value: 2,000 **GP Value:** 20,000

The Magister

A stout, battered book of embossed and painted cowhide stretched over wooden boards, edged and clasped about with iron. It is battered, brown, and radiates a faint dweomer (see below). It contains 12 pages, each a thin plate of slate upon which vellum has been stretched and clamped with beaten electrum edging. Seven of its pages are blank; the first five bear spells, one to a page.

An orizon is a book in which a far-traveling wizard inscribes spells found or gained while exploring or traveling far from home. This is done also when one believes a spell can be improved or isn't quite right; it is only later, at home and leisure, and with the spell perfected, that the wizard sets down spells in the orizon into his or her proper, level-by-level spell books. Thus, an orizon is usually a jumble of spells of varying levels, sometimes interspersed with spell research notes or other information, or even spells usable only by other classes.

Jaluster was a wizard who never ceased to travel; he filled many orizons, but always sold them after transcribing the spells into his proper books. The orizon that bears his name today is the one he carried, incomplete, at his death. Jaluster was torn apart by fiends in Ascalhorn (now known as Hellgate Keep) as he tried to save that city from their domination. He is said to have destroyed three liches and at least five

demons that day, ere he died. His orizon was borne out of the city by the bard Maerstar, one of the four survivors of the fall of Ascalhorn. Maerstar was later robbed of it in Everlund, and a trail of mysteriously-slain owners led westward, but the tome's present whereabouts are unknown.

The volume is guarded by a strange creature, a tome guardian. The five spells it contains are *rope trick*, *Quimby's enchanting gourmet* (a unique spell), *feign death*, *waves of weariness* (unique spell), and *Adelimer's aural augments*. This latter spell is merely a variation of *extension* that has a somatic as well as a verbal component, but requires a casting time of but one round (it remains 4th level).

Tome Guardian

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 2

MOVE: 12 (or as guarded object moves)

HIT DICE: 4+4

TREASURE TYPE: See below

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: See below

INTELLIGENCE: Average

ALIGNMENT: Neutral

SIZE: S

The tome guardian (sometimes mistakenly heard and passed on as "tomb guardian") is a creature of the Elemental Plane of Fire. Its nature and activities there are unknown, but it can be summoned to the Prime Material Plane by magical means to serve as a guardian.

A wizard summons the tome guardian by casting an *ensnarement* (*sending* or *demand* will work if the guardian's name is known; they do have personal names), and compels it to service by the use of a *truename* or *binding spell*. The object to be guarded must be visible to the wizard, who indicates it (by pointing and speaking) to the guardian. Tome guardians do not mind protecting an object, for unknown reasons of their own, and unless otherwise attacked are not hostile. *Door* and *torment* spells do not affect guardians, and are viewed as attacks. Charms of all sorts except a *geas* do not affect tome guardians; they cannot be psionically

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dominated, and anyone attempting *ESP* or similar mind magic, by spell, item, or natural ability, finds that attempts to attack, control, or change a guardian cause it to attack—and that it can somehow employ its fireburst attack (see below) through such a mental link.

The guardian envelops, and appears to merge with, the object it has been bound to, becoming invisible. The object radiates a faint dweomer, and *infravision* detects the presence of the guardian—but the creature cannot be telepathically contacted or in any way coerced, tricked, or forced to leave its object except as described below. A guardian can only guard one physical object—and if the object is composed of readily separable parts, only one part (a sword or its scabbard, not both). The guarded object must be small (of less than 4 cubic feet volume), and non-living. Usually magical tomes of lore are so guarded, therefore the guardian's name.

An individual can summon only one tome guardian per 24 hours. Only one guardian can be bound to any object. (Guardians who are summoned to the Prime Material Plane but not successfully bound to an object, or who have been driven forth [see below] from the object they were guarding, assume what is known as their "free form" and remain on the Prime Material Plane for 2d20 turns before "dwindling away," returning to their own plane by natural means. They are not under any being's control during this time and attack any creature who attacks (or attempts to control) them. Otherwise, they are attracted to large fires of natural (volcanoes and forest fires) or human (bonfires, forges, even isolated campfires) origin.

A tome guardian can absorb fiery energy impinging upon it (when it guards an object, it envelops it, and thus absorbs all fire directed at the object), whether natural or magical (such as a *fireball*). It gains a number of points equal to the number of points of damage the fire would deal to an unprotected creature, which replenish any damage it has suffered and then increase its own hit points temporarily (for the next 24 hours). During this time, the tome guardian can add any or all of this additional fiery energy directly to the damage dealt by any fireburst attack. Heat energy (such as that caused by *melt* or *heat metal* spells) that the guardian merely absorbs.

If it wishes, a tome guardian can deliver a fireburst attack 3 times over a 24 hour period to any

creature touching it or the object it guards (it never attacks the master for whom it stands guard). A fireburst is a pencil-thin, white-hot flame that strikes directly into the target creature (thus, it cannot miss) and does not generate any incidental heat or flame that might damage surrounding creatures or objects—such as the item being guarded. If two or more creatures laid hands on a guarded object simultaneously, and the guardian generated a fireburst in one of them, the other would not even feel it.

Only one such attack can be unleashed in a round. A fireburst can operate through clothing or armor; it deals 6d4 points of internal damage (no saving throw) to all creatures not immune to the effects of heat or fire. A tome guardian always uses this attack against a bookworm or any other creature attempting to consume or strike the object it is guarding unless they save vs. poison at -3, human, demihuman, and humanoid beings who survive a fireburst attack are rendered unconscious for 1d4+1 turns due to the shock of their blood boiling momentarily in the area affected by the fireburst.

Tome guardians can be affected by all spells save (as noted earlier) enchantment and charm magic such as *maze*, *sleep*, and *suggestion* (although *geas* is an exception). Cold does them double damage (water, it should be noted, does not), and all physical attacks upon the object they are guarding do not harm the object until the guardian is destroyed, as it gathers its form into a rigid shell to ward off blows; but because of this, all such attacks do the maximum possible damage to the guardian. When in free form, physical attacks do it normal (not necessarily full) damage.

Note that fiery protective spells such as *explosive runes* and *fire trap* can be cast upon an item guarded by a tome guardian, but the creature absorbs the spell energy as it is being cast, so that the spell's protection does not exist (and the guardian gains for a day hit points equal to the maximum damage these spells would have dealt).

Symbols and *glyphs* can be cast upon a guarded object without affecting it, and function normally (without harming the guardian). Save for the exceptions noted above, tome guardians have standard magic resistance.

A tome guardian can be driven out of the object it is guarding by the casting of *dispel magic* (the guardian gains a save vs. spell; if successful it is unaffected). Even the individual who bound the

guardian to the object can dismiss it only in this way. The guardian will be seen leaving the object, even in darkness. A tome guardian is immune to the attacks of, but cannot itself harm, a fire elemental, salamander, will o' wisp, and xag-ya. If a guardian is brought into the presence of a xeg-yi, they attack each other at once. Tome guardians can coexist peacefully with guardian tanar'ri, guardian familiars, homonculi, and the like. More than one tome guardian can guard the same object, although it is very rare. Tome guardians can conduct their fireburst attacks through metal weapons and armor if they wish, and gain hit points from electrical attacks just as from fiery attacks. They can apparently hear and understand Common and perhaps other languages, but not speak them.

Quimby's Enchanting Gourmet

(Conjuration/Summoning)

Level: 2

Components: V, S, M

Range: 0

Casting Time: 2

Duration: 6 turns + 1 turn per level

Saving Throws: None

Area of Effect: 40-foot-radius of spellcaster

Definition: The fat, food-loving wizard Quimby devised this improved *unseen servant* magic as a means of providing himself with gourmet meals while studying in solitude or traveling alone. It is a magical force under the control of the wizard, able to stir, carry pots, measure ingredients, cut, garnish, turn hot food while it is cooking, and so on. It is no stronger than an unseen servant, nor more dexterous than its caster, but it can cook without the direct concentration or supervision of the caster, if the menu is a meal the wizard has prepared or has seen prepared at some time. The *enchanting gourmet* can be dispelled (at will by the caster, and by the use of *dispel magic* by others), or destroyed by dealing it six points of damage. The material components are the foodstuffs to be prepared, a drop of the caster's blood, a piece of string, and a block of wood of any size.

Waves of Weariness

(Enchantment/Charm)

Level: 2

Components: V, S, M

Range: 120 feet

Casting Time: 2

Duration: 1 round

Saving Throw: Negates

Area of Effect: One creature

Definition: By means of this spell, the caster causes all movements (including speech) of one creature to be slowed down enough to delay spellcasting and physical attacks for one round. Missile attacks and attacks using magic wands, rings, and similar items can be performed in the same round they were begun by a determined victim of this spell who continues to struggle against its effects (that is, to utter a word of activation), but this attack always takes effect last in the round. Any intended target of this spell must be seen by the caster at some point during spellcasting, must be pointed at, and must be within range for the spell to take effect. Intended targets save vs. spell (no modifiers apply) to avoid.

Only targets with either Intelligence or Wisdom of greater than 12 can struggle against the weariness effect of this spell enough to deliver the aforementioned attacks; all others collapse for the round due to the intense sleepy, tired, worn-out feelings the spell causes. Climbing beings must make a Strength check to avoid falling.

Korr's Book of Infinite Spells

XP Value: 9,000

GP Value: 45,000

1992 Fantasy Collector Card 155

Korr the dwarf pulled off the heist of a lifetime when he laid hands on this item (while his partner was "busy" with the wizard who owned it). He thought it was just a lousy spell book and was going to sell it, but first he opened it to see what was inside. After suffering 11 points of damage and laying stunned on the floor for over two hours, he went to close the book, caught a glimpse of the contents, and realized that he could understand the writing on the page! Accidentally killing his fence with a *magic missile* the next day, Korr dares not use the book again until he finds out how it works.

Laeral's Libram

XP Value: 3,200

GP Value: 32,000

DRAGON Magazine 181

The covers of *Laeral's Libram* are two circular plates of polished, blue-sheen electrum, joined at one edge with a ring that also binds seven parchment pages to the plates. The electrum discs have a clasp opposite the ring, worked in the shape of a

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moon with an arc of stars around it, to hold them closed. The parchment pages are circular and touched with silvergilt all around their edges.

Laeral is a famous adventuress of the Sword Coast North, who was apprenticed to Khelben "Blackstaff" Arunsun of Waterdeep, and she still aids him in Blackstaff Tower as his companion and lover. Once leader of the adventuring group known as The Nine, Laerd fell under the influence of the crown of horns for a time. Rescued by Khelben and the High Lady Alustriel of Silverymoon, Laeral created a simulacrum of herself that she placed in the Stronghold of the Nine to deceive treasure-seekers. Freed from her reputation and her responsibilities, Laeral again became the gentle, merry girl she used to be 20 winters ago.

Lost in her recent madness, however, was her libram, a small traveling "handybook" of her favorite spells. It has only seven pages, each bearing a single spell. Their contents are as follows: *feather fall*, *magic missile*, *spider climb*, *forcewave*, *Laeral's aqueous column*, *Jhanifer's deliquescence*, and *blackstaff*. The last four spells in the Libram are rare and are described hereafter. The *aqueous column* is a spell created by Laeral herself (as part of her training under Khelben), and *blackstaff* is one of the more powerful spells

devised by Khelben himself. Jhanifer was a sorceress of the long-ago North, a friend (some say lover) of Ahghairon, the Founder of Waterdeep. No one knows what became of her.

Forcewave

(Abjuration, Evocation)

Level: 2

Components: V, S, M

Range: 10 feet per level

Casting Time: 2

Duration: 1 round

Saving Throw: Special

Area of Effect: 1 creature

Definition: This spell enables a wizard to hamper the activities of a single creature for one round. A wave of translucent, silent, colorless force, visually resembling an ocean wave breaking on a beach, comes into being in front of the caster and sweeps toward a target creature. The caster must point to, name, or concentrate upon the intended target during the casting. The wave rushes toward the target with a movement rate of 30. It has no effect on nonliving objects or any creature except the intended target.

If the target creature is within range, the *forcewave* automatically strikes it, however, the target is permitted a save vs. spell to determine the *forcewave's* effects. If the save is successful, the creature suffers 1 point impact damage and is thrown off-balance; a running or charging creature, or one on a narrow bridge or high place, must then make a Dexterity check on 1d20 to avoid falling. If the target fails its saving throw, it suffers 1d4+1 points impact damage, is repulsed (forced away from the caster) to 10 feet, and has any ongoing spell-casting ruined. Only missile attacks are permitted on the round during which it is struck. A Dexterity check must be made to avoid falling (at -1 if the target creature is small, weak, surprised, or precariously situated). Ethereal beings cannot be affected by a *forcewave*, but a being employing *blink* or a *displacement* effect that shifts rapidly from one plane to another can be affected by this spell. The material components of this spell are a small piece of rope or string and a drop of water, spittle, or a tear.

Laeral's Aqueous Column

(Alteration/Evocation)

Level: 4

Components: V, S, M

Range: 10 feet per level

Casting Time: 2 rounds

Duration: 10 rounds per level

Save: None

Area of Effect: 10-foot-diameter cylinder, 10-foot-length per level

Definition: By means of this spell, a wizard can transmute the air in a particular area into water, a free standing cylindrical volume 10 feet in diameter is created. It will be pure water, either fresh or salty as the caster decrees in casting, and will circulate freely within itself, drawing oxygen into itself to support any marine life inside it. The water is held in a cylindrical shape by the spell's *dweomer*, the cylinder expanding lengthwise with an increasing area of effect—10 feet per level of the caster. Multiple spells (cast by the same being or by several spellcasters) can be used to extend the cylinder even further. The column can run horizontally, vertically, at an angle, or even make turns as desired, but once established its location cannot change.

Creatures and objects can pass freely through the cylinder of water without spilling water or disturbing the stability of the column, but creatures not able to breathe in water are not empowered to do so by the spell. This spell is often used to introduce marine creatures into an otherwise "dry" environment for purposes of imprisonment, conferences, or transportation. The cylinders are usually vertical and may connect with other bodies of water, such as sewers beneath buildings or the sea beneath a ship. At the spell's expiration, the water simply vanishes; marine creatures can thus be stranded. Varying water pressures are equalized by the magic so as to harm neither creatures in the column nor structures entered by the column (a column connected to the sea from a cellar will not then cause the sea to flood the cellar). The material components of this spell are a hair from any sort of creature and a drop of water, spittle, dew, juice, sap, or a tear.

Jhanifer's Deliquescence

(Alteration)

Level: 5

Components: V, S, M

Range: Touch

Casting Time: 1 round

Duration: Permanent

Saving Throw: Special

Area of Effect: 10 cubic feet per level

Definition: This spell enables a wizard to instantly melt ice, frozen liquids, and other substances that freeze within 10° of water's freezing point (32° F). Such melting does not involve heat, steam, or the consumption of fuel. A *wall of ice*, for instance, could be turned into water that falls to the ground, or a frozen lock or sleigh runner could be freed. Repeated applications of this spell have been known to turn solids into liquid form, and 10 *deliquescence* spells equal the effects of *transmute rock to mud*. The details of this use of the spell are little known and poorly understood. (The DM should sharply limit the combat effectiveness of dissolving solids, although a wizard could use the spell repeatedly to escape from a stonewalled cell.)

Animated or enchanted stone creatures, such as stone golems, receive a saving throw vs. spell equal to the saving throw (at the time) of the being who enchanted them, as do all stone or other solid objects bearing a *dweomer*. If successful, that application of the spell does not affect them and is entirely wasted. Living creatures, even if stony, are unaffected by this spell. The material components of this spell are a tiny piece of amber and a piece of ice.

Blackstaff

(Alteration, Evocation)

Level: 8

Components: V, S, M

Range: 0

Casting Time: 1 round

Duration: 1 round per level

Saving Throw: Special

Area of Effect: Special

Definition: This is the famous spell that gave its creator, the Archmage Khelben Arunsun of Waterdeep, his nickname. The magic causes any nonmagical staff, club, piece of wood, or pole arm held by the caster to shimmer with a black, crawling radiance. A *blackstaff* weapon has the following properties:

- It can never harm the caster or any other beings touching the staff during the casting of the spell.
- It strikes as a +4 magical weapon to hit (no damage bonus).
- Its touch drains 1 hit point automatically (the target gets a saving throw vs. death magic to avoid losing the point permanently—failure means the hit point is unrecoverable except by

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use of a *wish*), and 1d8 points normal damage, regardless of the weapon's size and shape.

- Its touch acts as a *dispel magic* spell (at the caster's level) on all magical barriers, weapons, or effects, at all times; the wielder cannot turn this power on and off.
- Its touch causes mental damage, as follows:

Roll	Effect
01-45	Target unaffected.
46-65	Target confused (as per the wizard spell <i>confusion</i>) for 1d4 rounds.
66-75	Target stunned (as per a <i>symbol of stunning</i>) for 1d3 rounds.
76-85	Target affected by <i>fear</i> (as per the spell) for 1d2 rounds.
86-95	Target affected by <i>repulsion</i> .
96-00	Target affected by <i>feeblemind</i> .

- Its touch causes any spellcaster to forget one memorized spell or be unable to use one natural spell-like power for two rounds (if a choice exists, determine which spell or ability at random; save vs. paralyzation to avoid this effect entirely).
- Its touch causes beings possessing psionic skills or wild talents to be psionically "scrambled" (unable to use any powers except defenses) for 1d4 rounds.
- It absorbs magic cast upon it, without consequence, and is apparently unaffected by any magic except a *wish*, which can negate it.

A *blackstaff* may be wielded by any creature able to use a polearm, club, or staff who can withstand (or is immune to) its effects. A *blackstaff* will prevent spellcasting by any being who is contact with it during a given round. It can therefore be used to ruin enemy spellcasting with a successful attack. (It cannot be easily thrown and resists *telekinesis* and similar movements as it does almost all other magic.) At the spell's expiration, the material component (the staff) is instantly and completely consumed.

Laeyndr's Book of Metamorphoses

XP Value: 4,000

GP Value: 40,000

DRAGON Magazine 139

The value of this enormous compendium of lore is only enhanced by the valuable materials from which it is fashioned—and the monetary value of the spells found within it is certainly large. The work is contained between two thin slabs of deep-

blue lapis lazuli (each $\frac{1}{2}$ inch thick) that are 2 feet tall and $1\frac{1}{2}$ feet wide. The spine is also formed from lapis lazuli and is bound to the covers by platinum hinges. Ten sheets of thin mithral rest between the covers but are not bound to the spine. The lapis lazuli forms more of a folder for the mithral pages than actual book covers.

That this book originally belonged to the wizard Laeyndar, called "The Lame," is obvious, for its cover bears a golden *wizard mark* in the form which Laeyndar chose as his sign—that of a wave, symbolizing the fluidity of water and mutability of form. Laeyndar, the lame wizard from the famed waterfall city of Escatlar, lived over 700 years ago. Although born with a club foot and hunchback, he did not let that deter him from the life of magic use. Laeyndar rose to extreme power but was turned away from the White Circle because of his deformities. After that, he became obsessed with the study of transformations of form. The *Book of Metamorphoses* was evidently created many years later, for it contains numerous high-level spells which appear to be the result of his researches into the subject of the alterations of form, including some spells that even enable mental transformation. Unfortunately, Laeyndar's obsession evidently twisted his mind as well as his body, and he apparently never used the marvelous results of his research to improve his own appearance, as he originally intended. After he was denied entry into the White Circle, he vanished from sight. His sole apprentice, Moytaire, recorded in his diary that he always knew his master as deformed.

Upon his death, Laeyndar passed the book on to Moytaire, who learned of the book's powerful curse shortly thereafter but was tragically unable to avoid it. The one time he appeared in public in later years, Moytaire had already begun his transformation into a crippled kuo-toa. Moytaire was grief-stricken at his change, and shortly before it was complete he went into absolute isolation. At a time unknown, Moytaire died, and the book remained in his lonely tomb for many years as tomb robbers were reluctant to chance entry into his crypt on the off chance that the wizard had become a lich (despite his neutral stance) or had secretly warded his tomb.

That the tomb was eventually plundered is evident, for some 330 years after the beginning of Moytaire's isolation the book was examined by the master of the wizards' college in Sestar,

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Illkeda, who also fell under its curse but hid the book so that it could not exercise its fell powers again. The book's location once again remained unknown for another 200 years until it was uncovered and again it worked its twisted magic, this time upon the mage-king of the Kingdom of the Coral Throne. The fall of the so-called Aqua Kingdom was the result, as the mage-king, Plautes, betrayed his subjects to their enemies, the kuo-toa. *The Book of Metamorphoses* has not been seen since, and certainly there is no record of it transforming any other in the interim. Thus, although its whereabouts remain uncertain, the sage Needram asserts that it remains in the ruined palace of Plautes, untouched even after the resumption of the Kingdom of the Coral Throne from its present capital.

The writings of Illkeda provide the only clues as to the contents of the book. Illkeda claims that the book contains the following spells, one per page: *change form* (unique spell), *clone*, *enlarge*, *graft* (unique spell), *massmorph*, *polymorph any object*, *polymorph other*, *polymorph self*, *shape change*, and *statue*. The book's curse affects any creature the first time it opens the tome, causing the being to change form into a kuo-toa with a club foot and a hunched back, as per the *change*

form spell within it. A saving throw vs. polymorph is allowed, however. The two unique spells are as follows:

Graft

(Alteration)

Level: 6

Components: V, S, M

Range: Touch

Casting Time: 1 turn

Duration: Permanent

Saving Throw: See below

Area of Effect: Recipient

Definition: When a spellcaster invokes a *graft* spell, he or she may attach an appendage of another creature in place of a missing limb on the recipient's body. The appendage must take the place of a lost limb—the caster cannot place the arm of another creature onto a body that had no such limb before, nor add an extra arm in the middle of a chest. Additionally, the limb to be grafted must also perform roughly the same function as the old one; consequently, a wizard may not attach a foot to an arm stump. The appendage may be of any size, but the recipient of the limb must be able to manipulate it with the character's current Strength. If the limb is overly cumbersome or exceptionally different from the original, the limb may inhibit movement or limit spellcasting ability. The appendage to be replaced may be anywhere on the body—arms, legs, feet, or hands, or parts thereof, but never the head. The replacement may also be of any form, thus a fiend's claws, a bear's forepaw, or another human hand could take the place of a lost hand, claw, or paw.

The appendage to be grafted must have been alive within the hour before the spell is cast, or the graft will not take. The member to be grafted may be successfully joined, provided that the recipient of the limb makes a successful system shock roll upon completion of the casting. A failed roll indicates that the graft does not take, and the limb withers and dies in one day.

If the graft does take, then the new member will remain in place and function normally. Furthermore, the recipient even receives all the Strength and Dexterity bonuses or penalties the limb had previously. The grafted appendage also has all the immunities and weaknesses, including Armor Class and damage ability, that the appendage had previously, so long as such bonuses and penalties did not result from special

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characteristics of the limb's original body (thus, innate spellcasting abilities, psionic ability, magic resistance, and Strength bonuses do not apply). For example, if a wizard were to graft on the hand of an arcanaloth, the new hand would have a +1 shield bonus, could be harmed only by weapons of +1 or greater magical enhancement, and would cause 1d4 points of clawing damage. The hand would no longer be magic resistant (as is an arcanaloth's hand). If a wizard were to graft on the forefoot of a lizard, though the wizard may gain an improved Armor Class for that hand, he would probably not be able to cast spells due to the low Dexterity potential of a lizard's claw. The hand of an ogre (the largest humanlike being whose limbs may be used) would allow for a grasping Strength equal to an 18 (nonpercentile) Strength. However, the wizard could not lift weights at the same Strength level (unless he previously had an 18 Strength), since only his hand has this ability.

The material components of the spell are the appendage to be grafted and a mixture made up of the blood of the being to which the member originally belonged, the blood of the caster, a *potion of polymorphing*, a *potion of extra-healing*, and at least 10,000 gp worth of powdered moonstone. The components are consumed when the spell is cast.

Change Form

(Alteration)

Level: 8

Components: V, S, M

Range: Touch

Casting Time: 8

Duration: Permanent

Saving Throw: Neg

Area of Effect: Recipient

Definition: When the *change form* spell is evoked, the caster begins a process that will eventually end with the complete metamorphosis of the recipient into an entirely new creature. The change induced by the spell is total in every respect and occurs regardless of the size of the recipient and the size of the creature chosen by the caster.

An initial saving throw vs. polymorph is allowed to negate the effects of change form, but if this is failed, only a *wish* can stop the transformation. Furthermore, a *wish* can only stop the process, not reverse it, once the physical phase of

the transformation is complete. A second *wish* can be used to reverse the process so that the victim will return to normal at the same rate as the initial change occurs. A third *wish* speeds up the rate of backward change so that it takes but one day. The ultimate form of the recipient is chosen by the caster but cannot have more Hit Dice than the recipient presently possesses and must be a native of the Prime Material Plane (thus fiends, undead, elemental creatures, and other unique entities are not possible choices).

Immediately after the spell is completed, all characteristics of the target, including ability scores, alignment, form, Armor Class, and HD, move 1 place toward those of the final creature. For every 10 days following the spell's casting, the characteristics change one further position. Size is altered at the rate of 1 inch and 10 pounds of gain or loss per day. For example, an 8th-level fighter who began to *change form* into a pech would immediately gain a natural Armor Class of 9; 10 days later he gains AC 8; 20 days later he gains AC 7; and 40 days after that, AC 3. During this time, the fighter would have lost 4 Hit Dice, become neutral good, and otherwise assumed the appearance, size, form, and general characteristics of an average pech. The DM should arbitrate these changes.

When all mundane statistics have conformed to those of the new form, the recipient loses all class abilities he possessed previously. Thus, if we assume that our fighter's change is complete on the 70th day, all fighter abilities have been lost and the recipient now attacks as a 4-HD monster. One week after this phase of the transformation is complete, the subject loses all previous memories (except for rudimentary facts about himself, such as his name, place of birth, and so forth) and other functions associated with his previous form such as racial abilities. Instead, he gains all special abilities (such as magic resistance, special attacks, special defenses, etc.) of his new form, becoming in every respect a member of his new race. However, in some cases, even the *change form* spell is not totally efficacious in this respect; some memories and other mental functions, such as Intelligence and psionics, may be retained in the new form if the new form is basically the same as the old (humanoid to humanoid, avian to avian, and the like).

Once the metamorphosis is complete, the recipient grows and ages normally, as would any other member of his or her new race. He or she

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is able to use all natural abilities of the new form, such as flying, swimming, and other special movements, as if born to them, although he or she may not be able to speak the language of the new race.

The material component of the spell is a vial of acid, in which at least 5,000 gp worth of powdered moonstone has been dissolved during a full moon. The vial must be broken upon the recipient within one round of the completion of the spell. The acid will cause no damage to the recipient of the spell, unless a successful saving throw is made, in which case he or she takes 2d4 points of damage.

Lareth's

XP Value: 4,000

GP Value: 40,000

The Village of Hommlet

This unique spellbook contains the following spells: *command*, *cure light wounds*, *protection from good*, *sanctuary*, *hold person*, *know alignment*, *resist fire*, *silence 15' radius*, *cause blindness*, *continual darkness*.

of Lathintel

XP Value: 6,400

GP Value: 64,000

The Magister

This is a square, thick, maroon-colored volume with maple boards covered in tanned leather, and bound with wire in six circlets to which have been sewn 16 parchment pages. The book looks well used but not dilapidated. It has no known traps or defenses.

Lathintel was a dignified wizard of Athkatla who perished some 70 winters ago of a winter fever. His effects were sold by a merchant of Amn, Oristel—almost certainly after several wizards had been allowed to copy individual spells from the book upon payment of stiff fees. The purchaser of the libram, and its present whereabouts, are unknown.

From Oristel's notes and the spells copied by the wizard Narlbar, the libram's contents are known to be as follows (one spell to a page, all standard spells except as otherwise noted): *enlarge*, *featherfall*, *light*, *read magic*, *sleep*, *spidereyes* (a unique spell), *unseen servant*, *audible glamer*, *invisibility*, *locate object*, *wizard lock*, *dispel magic*, *fly*, *ghost pipes* (unique spell, described hereafter), *hover* (unique spell), and *tongues*.

Spidereyes

(Alteration)

Level: 1

Components: V, S, M

Range: Special

Casting Time: 1

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: By means of this spell, a wizard can temporarily see through the eyes of any living arachnid (material component of the spell), which the caster must touch. Small, harmless living spiders are usually employed, the caster using them as spies to see things where the caster dare not go.

More rarely, this spell is cast on a giant spider (successful attack roll is required if the spider is hostile and not surprised) to see through its eyes while battling it, so that its opponents can take advantage of striking from where it cannot see.

This spell does not give the caster any control over the arachnid nor even direct mental contact with it, merely a mystical linkage with its eyes.

Most spiders have eight eyes—simple eyes whose vision is readily understandable to most intelligent races, not compound eyes. The sight afforded by the spell has the effectiveness (range and possible infravision) of the spider, and unlimited range as long as the spell duration lasts—limited, of course, by how far the spider travels.

Usually this spell is used to try to spy out a cavern, hall, or other guarded area before the caster or companions enter or attack it—but often, frustratingly, the chosen spider refuses to cooperate and look where the caster wants it to, unless controlled or influenced by additional spells. Certain magical barriers sever the link between spellcaster and spider. (The caster cannot continue to see through the spider's eyes if either arachnid or caster move to another plane of existence, including the Astral or Ethereal.)

Ghost Pipes

(Alteration/Illusion/Phantasm)

Level: 3

Components: V, S

Range: Touch

Casting Time: 1 round

Duration: Permanent

Saving Throw: None

Area of Effect: One instrument

Definition: By means of this spell, the magic-user

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causes any one musical instrument, which must be nonmagical in nature, and whole and unbroken, to play by itself. The instrument need not be one the spellcaster knows how to play; he or she merely hums or whistles a short tune after the initial casting, while touching the instrument. When the instrument is released, it glows with a faint, amber *faerie* firelike radiance, *levitates* in the position in which it was released, not moving about but not falling to the ground, and plays the tune, parts of the instrument (such as strings) moving as if it were actually being played by an invisible being. When touched, the instrument instantly stops playing and falls to the ground, its radiance winking out. This spell was devised as a court entertainment by Vangerdahast, Royal Magician of Suzail.

No known way has yet been devised to trigger it with other spells or barriers, to serve as a warning. Various magical means used to cause temporary *silence* mute the music normally without stopping the playing of an enspelled instrument.

Hover

(Alteration)

Level: 3

Components: V, S

Range: 10 feet per level

Casting Time: 3 segments

Duration: 4 rounds

Saving Throw: Special

Area of Effect: One creature

Definition: By means of this spell, a wizard can instantly arrest the movement of a falling, jumping, or flying creature within spell range (including the caster), stopping all movement for a short time.

This allows the *hovering* creature to launch missile weapons, cast spells (the lack of mobility is an absolutely stable fix), read scrolls, open locks, shout instructions, catch ropes or thrown items, and the like. The spell affects only one creature, of the caster's choice—and thus the magic can readily serve to separate a being riding an aerial steed from the (unaffected) mount.

Willing or not, target creatures visualized or seen and concentrated upon by the caster of this spell are affected for one round. (Thus, a fleeing monster could be halted to receive a round's-worth of spells or missile weapons.) On the next round, the creature (even if willing) receives a saving throw vs. spell; if successfully made, movement begins again, magically slowed for one round to *featherfall* rate, and thereafter con-

tinues normally.

If the save fails, *hovering* continues as long as the caster concentrates on it. However, the target gets a saving throw every round it is held, whether willing or not. No powers can affect these saving throws or the initial stoppage (even a *dispel magic* cast on itself by the affected creature), but creatures able to become astral or ethereal or *plane shift* may escape the spell in this way. Creatures wearing a *ring of free action* are halted for one round by a *hover* spell, but are thereafter free to move normally without being slowed in any way.

Legendary of Great Arms and Fabulous Heroes

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Kas penned *armor*, *phantom armor*, *stoneskin*, *protection from normal missiles*, *shield*, and *forcecage* into this highly defense-oriented spellbook.

Legendary of Phantoms and Ghosts

XP Value: 2,000

GP Value: 20,000

DRAGON Magazine 82

This spellbook was written by Evard. It contains the following spells: *phantom armor*, *phantom steed*, *phantom wind*, *Evard's black tentacles*, and *wraithform*.

Lexicon of Spirits

XP Value: 10,000

GP Value: 50,000

DUNGEON Magazine 33

This book is an encyclopedia of spirits, alphabetized in the style of the Kozakura writing system. Due to the technical nature of its script, it can be read by only wu jen or shukenja of greater than 3rd level. Each entry is followed by general information concerning the spirit's habitat, origin, and general nature, as well as random folklore about the spirit, although this information is less reliable than the rest. This can be a very useful item, depending on the amount of information the DM decides to provide under each entry, or if an entry for a particular type even exists.

One lexicon in particular, found on Miyashima, has the following special entry under "Ikiryō":

"The *ikiryō* is the psychic extension of the emotions of hatred from one person to another. It is thought to be not so much a spirit as a negative channel, since it cannot exist without its creator, although it works independently and without the

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knowledge of its creator. It continues to exist exactly as long as it takes to drain the life from its victim, usually one to two weeks, unless the *ikiryō* is exorcised. There is no known way to destroy an *ikiryō* other than exorcism.

"Rarely, an *ikiryō* will be derived from such powerful feelings of hate that, with the aid of sorcery, it can become an evil spirit with its own identity, usually taking the form of an animal. This spirit continues to exist long after its first victim is dead and often seeks out new victims, especially the kin of the original. This type of *ikiryō* can be destroyed only after its spirit form has been seen through true sight, and this form must then be named in its exorcism. This spirit actually feeds off the life force of its creator; if it is destroyed, its creator dies."

Life of Nature: Its Secrets

XP Value: 3,200 GP Value: 32,000

DRAGON Magazine 82

Caligarde penned *feather fall*, *levitate*, *spider climb*, *web*, *fly*, *mount*, *Caligarde's claw*, and *bind* into this spellbook.

Lord Yaras's

XP Value: 12,800 GP Value: 128,000

Dragons of War

Yaras's spellbook (from the world of Ansalon), contains the following prayers: *animate dead*, *animate object*, *augury*, *blade barrier*, *bless*, *commune*, *conjure animals*, *continual light*, *cure blindness*, *cure critical wounds*, *cure light wounds*, *cure serious wounds*, *detect magic*, *dispel evil*, *dispel magic*, *divination*, *earthquake*, *flame strike*, *heal*, *hold person*, *holy word*, *insect plague*, *lower water*, *prayer*, *protection from evil* 10' radius, *raise dead*, *remove curse*, *resist fire*, *sanctuary*, *silence* 15' radius, *spiritual hammer*, and *word of recall*.

Lore of Fiendkind*

XP Value: 300+ GP Value: 500+

DRAGON Magazine 82

This is a false spellbook, carefully and cleverly designed to appear genuine—but none of its spells and magical recipes actually work. At the end of each week that this book is studied, there is a 10% cumulative chance that a baatezu will *gate* in and attempt to destroy the owner. The type of baatezu is dependant on the value of the book (see table below).

XP Value

Of Book

000–500
501–1,000
1,001–1,500
1,501–2,000
2,001–2,500
2,501–3,000
3,001–3,500
3,501–4,000
4,001–4,500
4,501+

Baatezu Gated In

Nupperibo
Spinagon
Black Abishai
Green Abishai
Barbazu
Osyluth
Amnizu
Cornugon
Gelugon
Pit Fiend

Lore of Subtle Communication

XP Value: 2,000 GP Value: 20,000

DRAGON Magazine 82

This spellbook was penned by Tasha. It contains *ventriloquism*, *message*, *comprehend languages*, *lore*, and *Tasha's uncontrollable hideous laughter*.

Luminescence and Coloration

XP Value: 4,000 GP Value: 40,000

DRAGON Magazine 82

Nchaser & Tulrun wrote this spellbook, featuring *light*, *color spray*, *continual light*, *darkness* 15' radius, *prismatic spray*, *project image*, *projected image*, *chromatic orb*, *Nchaser's glowing globe*, and *Tulrun's tracer*.

Mad Dog of the Desert's

XP Value: 10,400 GP Value: 104,000

Day of Al' Akbar

Mad Dog's spellbook contains the following spells: *affect normal fires*, *burning hands*, *firewater*¹, *read magic*, *flaming sphere*, *pyrotechnics*, *shatter*, *zephyr*, *cloudburst*, *explosive runes*, *fireball*, *flame arrow*, *fire charm*, *fire shield*, *fire trap*, *wall of fire*, *avoidance*, *cloudkill*, *Leomund's lamentable belabourment*, *teleport*, *contingency*, *disintegrate*, *enchant an item*, *move earth*, *delayed blast fireball*, and *sequester*.

¹ Original AD&D spell, see *Unearthed Arcana*.

of a Magic-User (of a Spellcaster)

XP Value: Varies GP Value: Varies

DRAGON Magazine 28

The resale value of these books varies, naturally. It will contain a number of wizard spells and is 04% likely per spell to have an *explosive rune* on any particular spell. If the book contains an 8th-

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level spell then there is a 40% chance that a *symbol* will also be in the book. To find the gp value, multiply the XP value $\times 10$.

Roll	Book Contents	XP Value
01-40	1d4+1 1st-level spells	100/spell
41-60	1d6+1 1st-level spells	100/spell
	1d4 2nd-level spells	200/spell
61-75	1d8+1 1st-level spells	100/spell
	1d6 2nd-level spells	200/spell
	1d3 3rd-level spells	300/spell
76-85	2d6 1st-level spells	100/spell
	1d8+1 2nd-level spells	200/spell
	1d4+1 3rd-level spells	300/spell
	1d3 4th-level spells	400/spell
86-90	4d4 1st-level spells	100/spell
	3d4 2nd-level spells	200/spell
	2d4 3rd-level spells	300/spell
	1d4+1 4th-level spells	400/spell
	1d3 5th-level spells	500/spell
91-94	5d4 1st-level spells	100/spell
	4d4 2nd-level spells	200/spell
	3d4 3rd-level spells	300/spell
	2d4 4th-level spells	400/spell
	1d4+1 5th-level spells	500/spell
	1d3 6th-level spells	600/spell
95-97	5d4 1st-level spells	100/spell
	4d4 2nd-level spells	200/spell
	3d4 3rd-level spells	300/spell
	2d4 4th-level spells	400/spell
	1d4+1 5th-level spells	500/spell
	1d3 6th-level spells	600/spell
	1d2 7th-level spells	700/spell
98-99	5d4 1st-level spells	100/spell
	4d4 2nd-level spells	200/spell
	3d4 3rd-level spells	300/spell
	2d4 4th-level spells	400/spell
	1d4+1 5th-level spells	500/spell
	1d3 6th-level spells	600/spell
	1d2 7th-level spells	700/spell
	1 8th-level spell	800/spell
00	5d4 1st-level spells	100/spell
	4d4 2nd-level spells	200/spell
	3d4 3rd-level spells	300/spell
	2d4 4th-level spells	400/spell
	1d4+1 5th-level spells	500/spell
	1d3 6th-level spells	600/spell
	1d2 7th-level spells	700/spell
	1 8th-level spell	800/spell
	1 9th-level spell	900/spell

The Magister

XP Value: 5,000

GP Value: 50,000

DRAGON Magazine 69

This tome bears no title, and consists of 16 sheets of parchment bound with gilded cord to two polished plates of ivory. The plates measure 4 hands across by 7 hands in length, and are only a little less than a finger thick. (A "hand," or "handwidth," is about $3\frac{1}{2}$ inches, a measurement based on the size of the delicate hand of the scholar Aleric.) The back ivory plate is scarred and scratched, and marked with burns and bloodstains, but both plates are by all accounts solid and of surprising strength. The book has reportedly been dropped at least four times, and hurled at a person once, and yet the ivory shows no signs of chipping or shattering. It has been reported that these ivory bindings glowed with an eerie "dead-white" or "pearly" radiance while a spell was being read aloud (that is, being cast) from the tome.

This book is commonly called *The Magister* after the title of the wizard who is believed to have written it. (The Magister's tale is too long to be recorded here; suffice it to say that he was regarded as an unmatched wizard and a neutral force of what he saw as justice and reason, and is remembered with awe and respect for his deeds. He disappeared some 90 years ago; some say he now dwells on another plane. Since the bulk of the volume under discussion lies clearly in the province of the illusionist, *The Magister* may well not be the author of it.)

Reports vary concerning its contents (some clearly do so in a deliberate attempt to deceive and conceal), but a significant number of observers quite independent of one another state that *The Magister* opens with a brief and general discussion of the uses of illusion and the extent of knowledge concerning magical illusions (in Common, and surprisingly current, suggesting that the art of the illusionist has advanced but little in the last 100 years), and then lays down (in the Ruathlek or "secret language") the spells *change self*, *color spray*, *phantasmal force*, *detect illusion*, *mirror image*, *dispel illusion*, *nondetection*, *massmorph*, *shadow door*, *programmed illusion*, and *true sight* in full, none varying from the accepted form (revealed in the PHB).

These are followed (here the text again reverts to the common tongue) by a brief description of the casting of three spells, two of which are clearly *rope trick* and *summon shadow*, the third

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being a *shades* spell or similar magic (such as shadow monsters or demishadow monsters). Details and formulae are not given, but enough of the somatic and material components are described to allow a nonillusionist to recognize these spells as an illusionist begins to cast them.

The book closes with what is clearly a *clone* spell, followed by a last page whose contents are given differently by each source. Some mention a curse, others an illusion which appears in the air each time the page is exposed, and others state that it presents this or that spell in full—all giving a different spell. Several of the sources are known to be absolutely accurate in other accounts, and yet all conflict on this point. Elminster says emphatically that it is not possible that several volumes exist that are identical, save for the contents of this last page—and so the only explanation left is that the contents of this last page may change from time to time, either at random or in a set sequence or cycle. This is by no means certain, and it is hoped that the present owner of *The Magister*, if it still exists, or anyone coming into possession of it in the future, will (in confidence as to the identity and whereabouts of himself or herself) reveal to this scribe the true nature of this Last Page. It should also be noted here that Suljack of the High Captains of Luskan has made a standing offer of 55,000 pieces of gold for delivery to him of the complete *Magister*.

Magnetic and Electric Waves

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Geeth of Longport wrote this spellbook, placing *shocking grasp*, *lightning bolt*, *repulsion*, and *reverse gravity* between beautifully rendered illustrations. The sage Sarelk believes that Geeth painted the illustrations, but there is no signature on the works to validate this theory. The value of the paintings far outweigh the value of the spells, since it is believed that one of the spells is a flawed *prismatic sphere* spell that calls forth a legion of tanar'ri. Unfortunately, no one can remember which spell is faulty, and no one is willing to try them all. Sarelk, however, after careful perusal of the written work, has concluded that the *reverse gravity* is that faulty spell. If pinned down, however, he still will not commit himself.

Manor's Manual of Sight

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 166

This book has no cover or spine, but consists rather of several plates of silver tied together with a cord woven from gold thread. Each sheet of silver is about 1½ feet long and a foot wide. The front and back sheets are blank and much thicker than the middle sheets. There are no distinguishing marks on either cover.

Manor's Manual of Sight has an ancient but relatively well-known history, and can be traced back many centuries. The exact origin of the book is not precisely known, however, and it is acknowledged that either Manor "the Blind" or his apprentice, the elven Lord Beltrin, could have fashioned the book. Manor is certainly the most likely author, for the theme of the work, vision, is in keeping with his personal interests. Manor was born blind, his eyes completely black in color, but he surmounted all odds and survived to become a powerful wizard. Manor is probably most famous for his highly efficacious *crystal balls*, in addition to the large number of spells he researched and perfected.

If Manor truly did lay down the spells in the *Manual of Sight*, he must have willed the book to Beltrin before his disappearance, for Beltrin is known to have wielded the *mind vision* spell during the attack on the Crystal Palace, in order to avoid the treachery of the priest Patoun. Upon his own death, Beltrin willed the book to the Elven College of Arcane Arts in the Twilight Forest, bequeathing it and other powerful volumes to the university in the hope that other elves would not need to leave their homeland, as he did, to learn magic.

Shortly after that, the *Manual of Sight* was stolen from the elves in an arrogant and brilliant act of thievery committed by the talented master thief Tribur, evidently so that he could gain profit from its sale to the dark elves of the Low Empire. It remained in the Silent School of the drow for over 300 years, during which time the dark elves evidently benefited from its presence in their continued wars with the other members of the Underdark. This fact was demonstrated by their brilliant tactical victories in the battles of Umphelyon and Dark Reach Caverns, both of which were fought in total darkness.

After that, the *Manual of Sight* was stolen from the Silent School by the dark elf defectors Rathe and his brother Sallas (the latter named "the Seething" by his brethren) and taken along with several other magical tomes of great value to the

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surface realms of Shalom. Sallas retained possession of the book for several decades until he traded it back to the elves of the Twilight Forest in return for protection from reprisals from the Silent School. The Twilight elves maintained possession of the tome for several decades until they again relinquished the book, willingly this time, as they granted it to Iminthrese, the wizard ruler of the free city of Blue Bay in return for his gift of several lost elven tomes. The book was thought to have been lost in the fantastic and fatal magical duel Iminthrese waged decades later with a lich of unknown identity. The book was believed to have been destroyed in the fire that consumed the majority of Iminthrese's library. Recently, however, several of the Winter Wizards have appeared in strange locations, inexplicably avoided all manner of traps, and made off with several valuable treasures. These actions caused the wizard Needram to speculate that the mysterious Winter Wizards have gained possession of the *Manual of Sight*.

The notes of the scholars of the Twilight elves, in addition to those of Iminthrese provide full details about the magic found within the book. The script of the book is clean and flowing, perhaps showing that Beltrin wrote the book, not Manor, whose writing was somewhat stiff and difficult to read even after he gained his magical form of sight. The spells contained in the book are all in standard form, and each takes up one silver sheet. They are as follows: *clairvoyance*, *darksense* (unique spell), *infravision*, *Manor's mindsight* (unique spell), *Manor's mind vision* (unique spell), and *magic mirror*. The three unique spells in the *Manual of Sight* are detailed below.

Darksense

(Alteration)

Level: 3

Components: V, S, M

Range: 120 feet

Casting Time: 4

Duration: 1 hour per level

Saving Throw: None

Area of Effect: Creature touched

Definition: When a wizard evokes the power of a *darksense* spell, high pitched sounds are transmitted and received in the manner of bats. From the transmission and reception of these sounds, the caster is able to gain a clear "picture" of the physical, surrounding area. Colors are not perceived nor are variations in heat levels, not distinctions

between light and dark. Therefore, some actions such as the reading of scrolls are not possible while the caster is under the influence of a *darksense* spell. The caster is unable to detect any visual illusions, colored gases, clouds of dust or mist, *mirror images*, or insubstantial beings such as certain undead. Any spell of *silence* will nullify this spell.

The caster does not need to use any other sensory organs besides his mouth and ears (and thus cannot be gagged or have plugged ears when using this spell)—indeed, the caster may even be blind. No concentration is required to maintain the spell, but the caster may end the spell at any time before it expires. For the duration of the *darksense* spell, the wizard will suffer no penalties for being in darkness or light. One drawback to this spell is that creatures that are gaseous or insubstantial in nature are able to attack the caster as if he or she were blind, gaining +4 on attack rolls.

The material components of the spell are two bats' ears and a small, silver tuning fork. The tuning fork must be sounded audibly upon completion of the spell's casting. The components are not consumed.

Manor's Mindsight

(Alteration)

Level: 5

Components: V, S, M

Range: Special

Casting Time: 6

Duration: 1 turn per level

Saving Throw: None

Area of Effect: Creature touched

Definition: By means of this spell, a wizard gains the ability to "see" everything within a range of 20 feet plus 10 feet per two levels of the caster, regardless of any intervening objects. No actual sensory organs are needed for the spell to function, and thus the wizard may be blindfolded or in a completely dark room and still be able to cast *mindsight*. Furthermore, everything within the radius of the spell is perceived simultaneously; Therefore there is no need for the wizard to look up or down to "see" objects above or below. *Mindsight* does not light a darkened area, though, so the wizard would still perceive a dark room as a dark room, not a lighted one. The wizard may overcome this obstacle by using the *mindsight* spell in conjunction with a *darksense* or *infravision* spell.

When using *Manor's mindsight*, a wizard may not perceive illusions or phantasms for what they

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really are (unless the user's Intelligence would normally allow distinguishing between the illusion and reality), nor may he or she distinguish between magical objects and nonmagical items, or make distinctions of alignment. Similarly, the wizard cannot see traps, tricks, pits, magical *symbols*, or other invisible or magically concealed items or objects, unless he would be able to detect such items normally. A wizard may also surmount the problem by casting spells such as *detect invisible*, *detect evil*, *detect magic*, and similar spells before the actual casting of *mindsight*. These spells may be used with *mindsight* even if the radius of such spells are not equal to the radius of the *mindsight* spell.

The wizard may maintain the *mindsight* spell without concentration, and may move, cast spells, and engage in other activities while *mindsight* is in effect. If the wizard wishes to view anything through the spell, however, he or she must concentrate and is then unable to move, cast spells, or engage in any strenuous activities. If the wizard is attacked while concentrating on the *mindsight*, the spell is not ruined and the caster may resume viewing after combat is resolved. The material component of the spell is the preserved eye of a blink dog, which is reusable.

Manor's Mind Vision

(Alteration/Divination)

Level: 7

Components: V, S, M

Range: Special

Casting Time: 8

Duration: 3 rounds per level

Saving Throw: None

Area of Effect: Creature touched

Definition: Manor's *mind vision* is essentially a more powerful version of Manor's *mindsight*. It is subject to the same restrictions and bonuses in terms of movement, combat, and concentration, as the *mindsight* spell, and has the same range (20 feet plus 10 feet per two levels of the caster). The *mind vision* spell also allows the caster to view all objects within the radius of the spell simultaneously, as the *mindsight* spell does. However, while using the *mind vision* spell, the wizard may also view unlit areas as if they were brightly light. Furthermore, any illusions viewed will be apparent as such, and the true form of any item or object viewed can be easily determined. In addition, all invisible objects and creatures may be seen, and all polymorphed objects and creatures

are seen as they are, in a hazy image superimposed, showing the polymorphed form.

Any magical item viewed with a *mind vision* spell is recognized as such, as if the wizard were seeing it while using a *detect magic* spell. Pits, traps, secret and concealed doors, symbols, magical traps, and so on, are seen in reality. Furthermore, the wizard correctly perceives the alignment of any creature viewed by the aura it projects (barring the use of psionic disciplines). Finally, the wizard may opt to forgo the ability to view dark areas as if they were lit, and may instead view them with infravision, though once a particular mode of vision is chosen it may not be changed for the duration of the spell.

The wizard does not need any functioning sensory organs for this spell to work, and he may in fact be blind, blindfolded, or even without eyes. The caster of the spell may view all objects within a line-of-sight that he would normally perceive, under existing light conditions and with his normal vision through the *mind vision*, while casting other spells or engaging in combat. If the wizard wishes to view more distant areas or areas on the other side of solid barriers, concentration must be maintained. The material components of the spell are two eyes from a being originating on a plane other than the Prime Material Plane, immersed in a *potion of ESP* and a *potion of gaseous form*. The components of the spell are consumed upon its completion.

Manual of Powers Beyond Life

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

This penned spellbook, written by Bigby, contains *burning hands*, *Bigby's interposing hand*, *Bigby's forceful hand*, *Bigby's grasping hand*, *Bigby's crushing hand*, and *Bigby's clenched fist*.

Mental Impressions of the Retina

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Johydee, an illusion specialist, penned *phantasmal force*, *improved phantasmal force*, *permanent illusion*, *programmed illusion* into this much-sought-after booklet.

Minds of The Unknown

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Lum, a specialist in consciousness, penned *feeblemind*, *mind blank*, *dismind*, and *forget* into this spellbook.

Mordenkainen's**XP Value:** 7,600**GP Value:** 76,000

Mordenkainen's Fantastic Adventure

This book contains the following spells: *charm person, jump, magic missile, protection from evil, continual light, locate object, ray of enfeeblement, web, dispel magic, fireball, haste, slow, fire shield, ice storm, wizard eye, monster summoning III, teleport, wall of force, and globe of invulnerability.*

Multiple Applications of Perception**XP Value:** 2,800**GP Value:** 28,000

DRAGON Magazine 82

Laeral penned this spellbook that contains *alarm, detect illusion, mislead, dream, dolor, sequester, and Laeral's dancing dweomer.*

Mylsibis's Codex of Contention**XP Value:** 11,600**GP Value:** 116,000

DRAGON Magazine 166

The *Codex of Contention* is a small magical volume, 6 inches long and 3 inches wide. Both covers and the spine of the book are fashioned from burnished and oiled shadow wood, which still possesses a dull gray shine despite the book's antiquity. On the inside is a spine made of leather, glued to a wooden spine, to which are sewn 28 pages of high quality vellum. The corners of the covers are reinforced by silver corner caps. Silver hinges attach the covers to the spine, and both covers are joined together on the right side by a silver clasp with a simple lock on it, which was broken the last time the book was examined. The symbol of Mylsibis (a red rose) has been scribed on the cover with crimson lacquer.

The *Codex of Contention* was first mentioned in history when the elven sage Anfiel acknowledged its existence in his diary 82 years ago, after visiting the wizard Mylsibis. Anfiel died shortly after that under mysterious circumstances. No other known record exists from that time describing the book. Mylsibis seems to have shown it to no other, and none of her six apprentices ever mentioned seeing the text. Two years later, following the death of her friend Anfiel, Mylsibis journeyed north to fight a lich—Atropos, Master of the Mages of the Black Circle, and conjectured to be an avatar—who had reunited the forces of the Circle after several hundred years of inactivity. Mylsibis was convinced that Atropos was involved in the death of Anfiel, and she vowed to

avenge her friend's death and bring down the hated and feared Black Circle.

Mylsibis met the lich in a sorcerous battle and bested him in the previously unheard of *arcane contention*, scattering the remains of the alliance of evil wizards. She returned to her tower in Wraith Vale to heal from her wounds, but was surprised by the Shadowflight assassins of Urckene. The assassins had been hired by the remnants of the Black Circle, and she fell beneath their poisonous blades. The *Codex of Contention* vanished after her death and was not among the works recorded by her apprentices as being in her library.

Three decades later, the work was apparently seen by the hard Vadour in the library of the oracle at Starfall, though the sighting was never verified. Vadour returned to "liberate" the book but could not find it. Twelve years later, the book was found among the treasures in the lair of the red dragon Sticyns, after the mighty wyrm was brought down by a dwarven war party from the Emerald Mountains assembled for that purpose. The dwarves apparently retained possession of the book for nearly several decades, until recently, when the dwarven king gave the book to a mysterious figure called the Mountain Mage (thought by some to be a dwarf) in return for his services in fashioning a new magical throne for the dwarf king. The Mountain Mage is believed to currently possess the book.

The court magister of the dwarf king renders a complete description of the book, a copy of which was sent to the Sestarian Imperial University. The magister claims that the book set forth many great offensive incantations, seemingly all that Mylsibis knew. The book also apparently contained a scrap of papyrus upon which Mylsibis had hastily written down a new spell, *balance*, that she had just finished researching. The other spells were all set down in standard form, one per page, and included: *burning hands, Bigby's clenched fist, Bigby's crushing hand, Bigby's forceful hand, Bigby's grasping hand, Bigby's interposing hand, chain lightning, cone of cold, cloudkill, crystalbrittle, delayed blast fireball, energy drain, eyebite, feeblemind, fireball, ice storm, incendiary cloud, lightning bolt, magic missile, Melf's acid arrow, Melf's minute meteors, meteor swarm, Mylsibis's arcane contention (unique spell), Otiluke's freezing sphere, power word blind, power word stun, ray of enfeeblement, and shocking grasp.* The two unique spells found in *Mylsibis's Codex of Contention* follow.

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Balance

(Enchantment)

Level: 1

Components: V, S, M

Range: Touch

Casting Time: 2

Duration: 2 rounds per level

Saving Throw: None

Area of Effect: 1 person

Definition: When a wizard casts a *balance* spell, the recipient is able to balance on one or both feet in a precarious position that would normally cause a fall. Thus, the wizard or a companion may walk a tightrope, cross a narrow or unstable ledge, or fight near the edge of a cliff without fear of falling. Any unhindered balancing action requiring a Dexterity check will automatically pass. This spell does not modify the recipient's Armor Class, missile bonuses, or climbing bonuses, though no penalties to these factors are taken from *balancing*. If other factors are introduced, such as being pushed, injured, or exposed to high winds, the recipient must make a Dexterity check, success meaning that the recipient simply moves to recover from the force exerted). The material component of the spell is the hoof of a mountain goat, which is reusable.

Mylsibis's Arcane Contention

(Enchantment/Evocation/Illusion/Phantasm)

Level: 9

Components: V, S, M

Range: 10 feet per level

Casting Time: Special

Duration: Special

Saving Throw: Special

Area of Effect: Special

Definition: When a wizard or a pair of wizards unleashes the spell of *arcane contention*, they enter into a magical duel of extreme efficacy and potentially catastrophic effects for the participants. The *arcane contention* creates twin phantasmal creatures of awesome size, controlled by the participants, which vie magically and physically to determine a victor. The spell has been used historically primarily as a means for settling disputes between powerful wizards, and as a device that keeps the devastating forces wizards wield against each other limited in effect to the wizards involved. At the same time, the *contention* does not significantly reduce the magical arsenal of the victor, and is useful in its capacity



to inspire awe or fear among any onlookers.

When the contention is initially entered, only one wizard needs to have memorized the spell of contention, although both participants may do so. If only one wizard has memorized the spell, or if but one of the dueling wizards undertakes to cast the spell, that wizard must initially issue challenge to his opponent. The challenging wizard must then cast the first part of the spell, including the challenge. A challenge may be issued to any wizard within the range of the normal vision of the challenger (thus, items such as a *crystal ball* or *eyes of the eagle* may not be employed), regardless of intervening magical barriers or mundane obstacles that would otherwise prevent the opponent from hearing the challenge. The challenge may then be accepted or denied by the opponent.

If the challenge is accepted, the wizard who is challenged to the *contention* must cast at least 10 levels of spells (for example, one 8th-level spell and one 2nd-level spell, or five 2nd-level spells), or respond by casting an *arcane contention* spell. All of these spells are absorbed to power the contention, and none of their normal effects manifest themselves in any way whatsoever. Once the wizard has accepted the challenge, all possible effort to cast the spells must be made as soon as possible; if there is any delays, the wizard will be

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compelled to cast the necessary levels of spells. When the wizard who was challenged completes the casting of the requisite spell levels, the *arcane contention* proper is joined.

If an opponent desires to deny the challenge, a saving throw vs. spell must be made to avoid being inadvertently drawn into the contention. If the saving throw is successful, the wizard may ignore the challenge, and the spell will be lost from the challenger's mind. If the saving throw fails, however, the challenged wizard is automatically drawn into the contention and compelled to cast the necessary spell levels to power the *contention*. If two wizards simultaneously cast *Mysibis's arcane contention*, or if one wizard casts the spell in response to another's challenge (instead of casting 10 levels of spells), then no saving throw applies for either wizard, and the contention must be joined without further delay.

Once the *arcane contention* proper begins, both wizards become immobile and absolutely vulnerable. So, although the honor of most creatures prevents them from attacking a vulnerable wizard (much as they would refuse to throw an axe at the back of a dueling fighter), it is best for a wizard to be in a friendly territory when the contention begins or to have prepared some form of magical defense. As the duel begins, each wizard must choose a monster type to represent him in the battle. Any monster may be chosen but it must be a monster the wizard has observed before or has read or heard about in detail. The monster cannot be one that the wizard has merely heard about in passing or a beast from legend. The monster does not need to be of the same alignment as the wizard, but it cannot be a unique being or specific individual. Once both wizards have selected their "champion monster," an insubstantial phantasm (apparently "real" to observers) of each monster forms, at 10 times the creature's normal size (which affects apparent size, number of Hit Dice, and other applicable elements by a factor of 10, except damage per attack, which is three times normal). Hit points are rolled for the monsters, and 2 hp are added to each monster's total for each level of the controlling wizard.

Each champion monster that is created has several abilities it may use during the contention. Primary among these is the ability to cast spells as the wizard controlling it, with the actual type and level of spells available to the champion corresponding to those currently memorized by the

controlling wizard (material spell components are not needed, and the monsters may not learn *Mysibis's arcane contention*). The magical monsters are in all other respects identical to the stock from which they are envisioned, including aspects such as special abilities, resistances, Intelligence, immunities, and so on, and may draw on these often considerable powers during the combat. Fortunately, the magical monsters may damage only each other, whether the damage is caused by weapons, natural weaponry, or spells, and may take damage from only another phantasmal monster created by an *arcane contention* spell.

The champion monsters proceed to do battle with each other, under the direction of the controlling wizards, who select the type of attack the monsters make and the spells they cast. All movements, attack rolls, damage rolls, and saving throws are made exactly as they would be for a normal battle. During the battle, each wizard must maintain concentration, or control of the monster is lost during the interruption. If "uncontrolled," a monster may attack only physically (it cannot employ spells unless the wizard maintains concentration).

The monsters may not attempt to end the battle prematurely by using spells or physical movements to leave, and may not willingly move out of sight of either of the controlling wizards. The battle is concluded when one monster dies as a result of damage accrued from the attacks of the other monster.

The efficacy of the monsters is not totally predetermined by the conditions mentioned, and each wizard may affect the condition or effectiveness of his or her phantasm in one of several ways, though at considerable personal loss in many cases. The hit point total of the monsters may be increased by channeling hit points from the controlling wizard to the phantasm, at a direct one-to-one ratio, for hit points gained per hit points lost. Also, the damage caused by spells or other attacks cast by the phantasms may be increased in strength if the wizard is willing to suffer a loss of ability score points. The wizard may use all ability scores for this purpose; every point sacrificed increases the damage of the attack by 1 point. Lost ability score points are regained at the rate of 1 every two rounds for each ability below normal. The loss of ability points is only illusory, but no score may be reduced below 0; if any score is at 0 at the end of the battle, the wizard will die.

Additionally, the wizards involved may also

influence the monsters by expending charges from any magical items they possess. Each charge may increase the monster's hit point total by 1, or increase the amount of damage done in an attack by 1 point. Any healing the wizard receives during the contention may optionally be applied to the champion, with the exception of a *heal* spell. Magical healing received by the monster becomes ineffective once it has received more than twice its original number of hit points.

For example: A wizard with 56 hp wishes to increase the hit point total of his monster (which currently has 200 hp) by 40. The wizard's new total will be 16 hp, and the monster's new total will be 240. The wizard also has a Strength of 16 and a Constitution of 17. If the champion monster is directed to cast a *fireball* spell that would normally do 67 points of damage, the wizard may opt to reduce both Strength and Constitution scores by 10, to 6 and 7, respectively. The monster then inflicts 87 points of damage to its opponent (saving throw applicable). Much later, the monster is severely wounded and has but 42 hp remaining. The wizard drinks a *potion of extra-healing* and opts to use half of the 20 hp gained for self-healing, bringing the wizard's total up to 26 hp, and the monster's hit point total up to 52.

When the battle is concluded, both phantasms vanish, and the wizard whose champion has lost the battle takes damage equal to one-tenth of the total number of points of damage the champion suffered (no saving throw). In addition, the wizard loses from memory all the spells the champion cast during the battle. The victor of the *arcane contention* loses one-twentieth of the total points of damage his or her champion suffered, but does not lose any memorized spells (besides *Mylsibis's arcane contention*, of course). The victor also gains experience points equal to half the experience point value of the vanquished wizard. Additionally, enemies of the victor under 2 HD who viewed the battle must make morale checks or suffer from the effects of a *fear* spell, and those of 2-4 HD must make a saving throw vs. spell or suffer from the effects of a *scare* spell. All those friendly to the victor gain a bonus of +1 on their next morale check.

The Nathlum

XP Value: 6,400

GP Value: 64,000

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A nondescript volume of brown, curling parchment leaves sewn to a gray canvas cover, the *Nath-*

lum is powerful and wholly evil. Its protective magic cannot be *dispelled* (at least, not by the spell commonly known as *dispel magic*), and these protections cause all creatures of good alignment and instinct to suffer blinding, burning pain in the eyes and head. (Elminster offers a confusing description of the symptoms which need not be detailed here but can be interpreted thus: Anyone of good alignment will suffer 1d4 points of damage per round that the book is in his or her hands.) Its origin and the reason for its name are unknown; its first definite identification is in the catalog of Tymor Threshields, an inventory of the booty he brought back from the Orcfastings war, but hints of it can be traced through the scanty written records of the orcs under the leadership of Wund, and Orfidel writes almost 400 years ago of his meeting with the evil wizard Lethchauntos the Black, who went to dwell among the orcs, and describes what could well be the *Nathlum* in Lethchauntos's possession. From Tymor's hall, the volume went to Neverwinter as part of the dowry of Tymor's daughter Nulauznee (Elminster suspects that Tymor wished to be rid of it). Nothing more is heard of the book until it passes unexpectedly into the hands of Phrandjas of Port I. last (a northern town), a thaumaturge whose careful and exacting studies enabled him to subsequently rise quickly in the ranks of the Art. Phrandjas takes characteristic pains over his notes regarding the *Nathlum*; we learn that it appeared to be complete when he received it, and held 16 recipes for poisons, four *glyphs of warding* set down nowhere else, and the formula of the spell *maze*. Phrandjas, despite the pain caused him by perusing the book (because he was good), copied certain of the recipes for later sale to the alchemists of the town, and all of the glyphs, and Elminster has passed on some of this information.

The poison recipes have not been made known by Elminster; in his words, "They are largely simple to make, and recipes will undoubtedly fall into the wrong hands, given your sometimes too efficient communications." For adventurers, however, he has provided the means of identifying the substances.

The Poisons of the Nathlum

Belpren is a luminescent blue, acidic substance that does 1d12 points of damage instantly upon contact with skin or internal tissues (no save). Further applications of belpren to affected areas

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will not cause any additional harm, but the damage given above is for a roughly hand-sized area of body exposure; for each additional such area of skin affected, an additional 1d12 points of damage will be suffered. However, no additional damage from ingestion is possible; immediate and involuntary vomiting will be induced by any added belpren applied to affected internal areas. Belpren will not corrode metal, nor will it harm cloth or cured leather. It dries and becomes ineffective in just over one round if exposed to air, and so cannot be used on weapons. Belpren can be neutralized by the application of lamp oil. It is effective on all creatures.

Dwarfbane is a rare, gummy oil that is poisonous only to dwarves. Insinuating, it is commonly smeared on weapons. It does not dry out, but prolonged exposure to air lessens its potency; it is effective only for 1d6+25 days. Upon contact, dwarfbane does 1d8 points of damage with a pain "like blazing skewers," and a further 1d6 points on each of the following three rounds. (A successful saving throw will cut all damage by half.)

Huld (also called "Leap" or "Deathdance") is an odorless oil that is effective on nonhumanoid creatures (it is not effective on demihumans and humans) and works only by insinuation. Its effects are the same regardless of dosage, and appear 1d4 rounds after the application. (Save for no damage.) Huld causes severe muscle spasms involving nausea and the loss of motor control, balance, and speech, lasting for 1d6 rounds. During this time a victim is helpless but by no means an easy target for physical attack, since he or she is usually thrashing and moving about rapidly and wildly. Mental processes are entirely unaffected (psionic or other communication can be initiated or will continue, and in some cases can be used by the victim, as well as others, to control the poison's effects). A particular individual will be 95% resistant to huld for a period of 1d10+10 days after an exposure to it, and thus repeated dosages in a single encounter will almost always not be effective. Huld is generally thought to affect all nonhumanoids, but some apparent immunities are reported and conjectured.

Jeteye is a glossy, reflective black liquid that affects all mammals upon ingestion. (Ineffective if insinuating contact only; save for half damage.) It causes the pupils of the eyes to go black (although this does not affect vision) and causes 1d8 points of neural damage immediately. No pain is felt by

the victim, however, for Jeteye kills all pain and tactile sensation for a period of 1d8+8 rounds (the "black eyes" sign will be of the same duration as this anesthetic effect). Jeteye is sometimes voluntarily used before torture or immediately after battle injuries (preventing a system shock survival roll). It has a bitter, black walnut flavor and is hard to conceal in food or drink.

Lhurdas (also known as "the yellow death" and "Beltyn's Last Drink") is a wine-based poison. It has a sharp, dry white-grape flavor, and will readily mix with white wine. It reacts with the digestive acids in the stomach (and is effectual in human, orc, and elvish body chemistries) to eat away internal organ tissues. Ingestion produces rapid (within 2 rounds) nausea, convulsions, and terrific internal cramps and burning pain, doing 1d6 points of damage in its first effective round, 2d6 in the second, and 1d4 in the third. After that it does no more damage, regardless of dose, and further exposure to lhurdas will cause discomfort and inhibit healing, but cause no more damage for a period of 3d8 days; ineffective if applied externally. (Save for half damage.)

Orvas is a translucent liquid with a green cast and a bittersweet taste. It does 1d6 points of damage upon entering the bloodstream (immediately if by insinuation, which must be through a scrape or wound, or in 1d6+18 turns if by ingestion), and 1d4 points of damage each round for the following two rounds. A successful saving throw means that orvas is ineffective against the target creature. Orvas is an antidote to varrakas (see below) if it is introduced into the bloodstream before varrakas has run its course. Orvas works on all mammals.

Prespra (also known as "Mother's Bane") is an odorless, colorless liquid that mixes readily with all drinkable liquids except milk and dairy products, from which it separates. Effective only in humans and only when ingested, it causes sudden dizzy spells and visual distortion, beginning 1d3 rounds after contact and lasting for 1d12 rounds. During this time the victim moves unsteadily and fights at -2 to hit, +2 penalty on AC if only normal (distorted) vision is owned, or -1 on attack rolls and +2 on AC if endowed with *infravision* or heightened visual senses. At the same time the victim endures 1d2 points of damage per round as surface blood vessels burst all over the body (giving a blotched, reddened appearance to the skin). Each round a successful saving throw will avoid such damage, but if the victim suffers an injury through combat

or misadventure during the round, no saving throw is allowed (the cause and shock of the injury aggravates the sudden fluctuations in blood flow and pressure prespra causes; it works by alternately and erratically constricting and expanding blood vessels throughout the victim's body).

Ulcrun is a milky-white, viscous liquid that is effective on all warm-blooded creatures, by insinuation only (no saving throw). Two rounds after contact, it causes 1d4 points of muscular damage weakening and softening tendons, ligaments, bones, and cartilage. On the following round it causes 1d12 points of damage, and 1d4 points on the round thereafter, when its effects pass. Until healing processes (natural or magical) counter its effects, the creature affected will have lost 1d4 points of Strength and 1 point of Dexterity.

Varrakas is a black, thick syrup. To avoid detection, single drops are usually added to gravies or dark sauces, but the effects increase with the dose ingested. Varrakas has a slightly oily taste, but no strong flavor. Every drop of varrakas does 1d4 points of damage when it enters the bloodstream (it passes the digestive system masquerading as a nutrient), and does not act for a period of 1d6+18 turns after ingestion. Varrakas is harmless if applied externally. Effective on all mammals. (Save for half damage.)

The Glyphs of the Nathlum

The *glyphs of warding* found in *Nathlum* reflect its evil nature. All may be used only by wizards of evil alignment, and can only harm beings of good alignments. Anyone of good alignment may pass a *glyph's* location unharmed by speaking its name or by destroying the *glyph*. The passage of neutral or evil characters will not trigger any of these *glyphs*. They are:

Curtal can be cast only by a priest of at least 10th level. Attempts to pass this *glyph* causes arms of fire to burst from its three pointed ends and strike the creature or creatures attempting to pass, each arm doing 4d4 points of damage. Each arm of fire strikes a different target if there are three or more targets available; otherwise two will strike the nearest target and one another, or all three will strike at a solitary target. (Save for half damage.) Activation of this *glyph* always alerts a guardian, sometimes summoning a fiend or tanar'i to the spot instantly, but more often warning spellcasters or beastkeepers to ready their charges. The *glyph* remains until *erased*, striking out with arms of

flame every time it is activated. *Dispel magic* causes one of the arms of fire to shrink back and not strike for that activation. In each round that creatures stand before the *glyph* but do not speak its name (that is, not having passed it, but within 15 feet), *curtal* will activate—so slow moving creatures could be struck several times.

Black can be cast only by priest of at least the 9th level. This functions as a magical barrier preventing those of good alignment from passing. The barrier of force will stand until the actual area on which the *glyph* was cast is destroyed, thus breaking the *glyph*, or until a *knock*, *erase*, or similar spell is employed. Anyone of good alignment will strike an invisible wall and suffer 1d6 points of electrical damage. Further contact with the barrier will cause 1-6 points of electrical damage per round (no save).

Yammas can be cast only by priests of 8th level or higher. When activated, 1d8+10 screaming, chattering mouths appear all about the *glyph*, and shoot forth on long (up to 20 feet long) snakelike necks to bite at the creature activating the *glyph*. The victim must save against each manifestation or be struck by it, suffering 1d4 points of damage. The fangs dig in, much like a lamprey attack, and the mouths drain 1 point of blood each per round (AC 7) after that until they or the victim are destroyed. Each can be severed by inflicting 7 points of damage on it (as long as at least the seventh point is caused by an edged weapon), or by the victim pulling free of its grasp. Any character with a Strength of 16 or more is allowed to attempt saving throws against three of the mouths each round—if a particular save is successful, the mouth's grip breaks, it does not drain blood on that round, and it shrinks back into the wall or hangs lifeless. This *glyph* does not vanish after one activation; it will retract its surviving mouths and wait for the next victim until all the mouths have been destroyed.

Zuth can be cast only by priests of at least 6th level. It is cast upon a door or the frame of an opening; anyone of good alignment passing through or under the portal suffers 2d6 points of electrical damage arcing from side to side of the frame at many points around it, across the opening.

Nchaser's Elyromancia

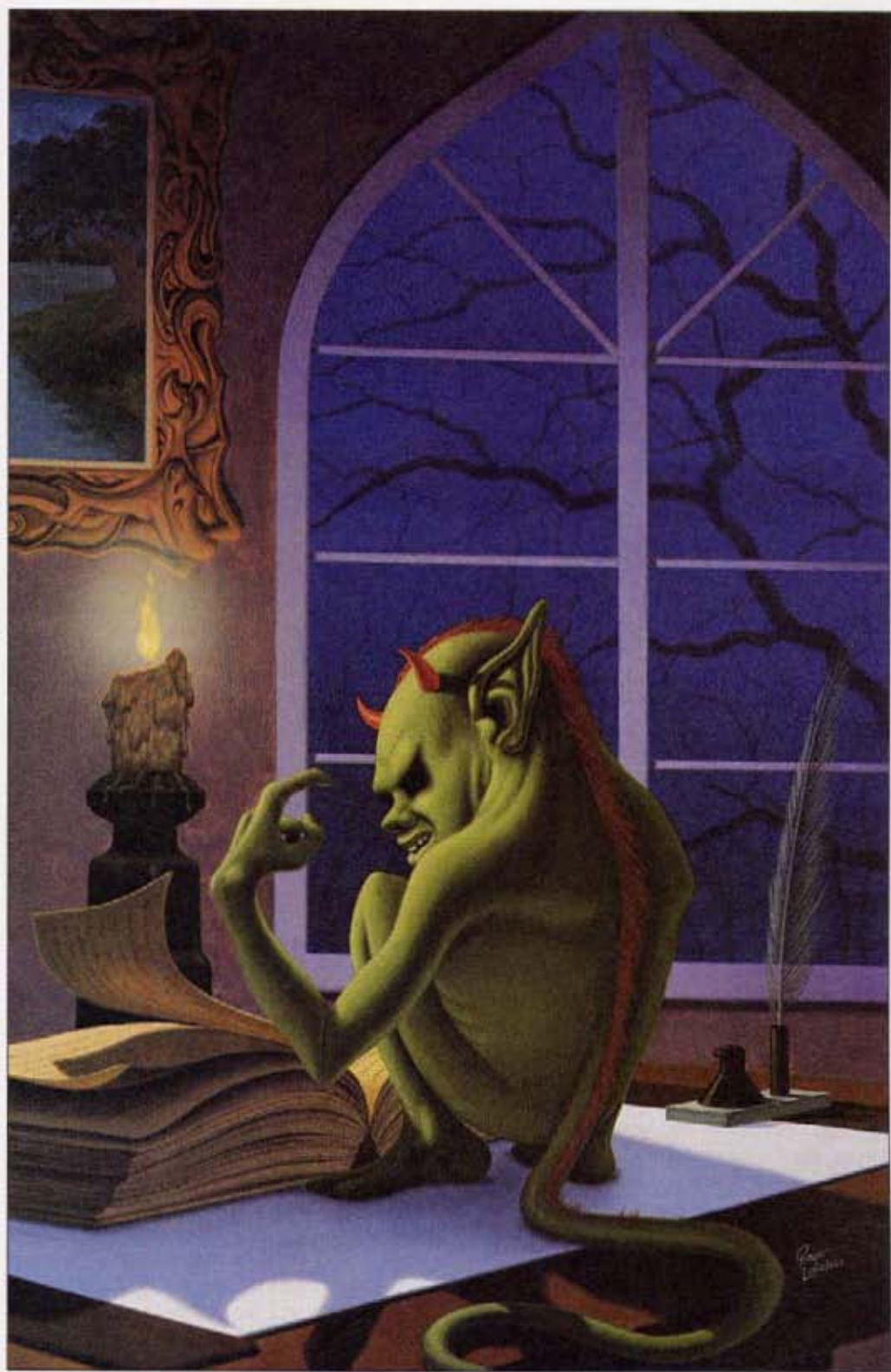
XP Value: 1,600

GP Value: 16,000

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This tome is thin, bound in black leather, and bears the title *Elyromancia* on the cover, stamped

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and inlaid with mother-of-pearl. The edges of the tome have all about been protected with beaten copper strips, and these are fitted with two clasps. The clasps are unlatched by twisting a silver knob on each; if the bottom knob is twisted without first twisting and removing the top one, a poisoned needle springs up the side of the knob. The assassin Nathode says it is coated with Type D (or equivalent intensity) insinuating poison, apparently renewed from a reservoir under the binding. Nathode did not handle the tome himself, but observed its effect upon another. His testimony verifies a folk legend which says that all who try to open *Nchaser's Elyromancia* die.

Nathode's recollection dates back seven winters, when the book was brought to the court of Lord Nasher by a merchant, one Furrur the Flippanant, who told the Lord that the tome was sold to him by a band of adventuring dwarves he encountered in a clearing deep in the northern forests. One of the members of Nasher's court attempted to open the book, with fatal results (this is what Nathode observed), and it was placed unopened in the Lord's library (Furrur had gifted it to the Lord in return for a charter). It was subsequently stolen during the riots of the Five Fires Rising, and its present whereabouts are unknown.

The wizard Nchaser has not been seen for nearly 20 winters. Before his disappearance Nchaser wandered the Realms, working and seeking after magic, and upon two occasions served as an advisor to a local ruler. On the second of these occasions, while serving the High Captains of the city of Luskan, Nchaser wrote the *Elyromancia* and gave it to the High Captain Taerl. Some time after Nchaser's departure, the tome was stolen, and like its author it has wandered the Realms ever since. Alustriel, the High Lady of Silverymoon, had it briefly, gifting it to a dwarf of the Citadel Adbar. The dwarf never returned home, and the book was lost again—and so it has gone through the years.

The wizard Arbane, who saw the book briefly while it was at Luskan (he was friend to the High Captain Suljack), reports that it contains four wizard spells: *Nulathoe's ninemen* (pronounced Ninem-en), a unique spell of the 5th-level used to protect and preserve a dead body; *Nchaser's glowing globe*, a unique spell of the 4th-level which is used in the creation of luminous globes, and the rare spells *part water* and *statue*. (A "unique" spell is a spell not commonly available, found only in the

text in question or else believed to have been first set down therein. In some cases it means only that the text in question is the earliest surviving source of the spell.) The first of the unique spells were devised by Nchaser's tutor Nulathoe, and the second is of Nchaser's invention. By the kindness of Arbane the Mighty, both are reproduced below.



Nulathoe's Ninemen

Level: 5

Range: Touch

Duration: Permanent

Components: V, S, M

Casting Time: 5

Saving Throw: None

Area of Effect: One corpse

Definition: This spell serves to protect dead creatures of all sorts against normal decay, magically strengthening the joints of corpses or corpse limbs to keep them supple and usable. Its most prevalent practical use is to preserve dead comrades for placing atop a bier in a sepulcher, or in hopes that they may be raised. The wizard requires fresh blood from a creature of the same race or species as the subject, and the dust or powder resulting from the crushing of a moonstone of not less than 7 gp value. As the words of the spell are spoken, the most vital areas of the

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body (chest cavity, head and neck, joints of extremities) are sprinkled with a small amount of blood, and the whole body is then sprinkled with the moonstone dust. The closing gesture of the spell is the touching of the corpse, when the spell will take immediate effect. Note that this spell does not heal wounds or staunch bleeding.

Nchaser's Glowing Globe

Level: 4

Components: V, S, M

Range: Touch

Casting Time: 4

Duration: Permanent

Saving Throw: None

Area of Effect: Special

Definition: This spell requires a globe of blown glass of the finest quality, and a spark. By the use of this spell the caster creates an effect identical to a *continual light* spell centered within a transparent object, but with the brightness of the light under the caster's mental control. Continuous control need not be maintained; the caster can merely exert concentration to change the current luminosity of the globe, and it will continue to emit the desired amount of light until a new mental command is received (unless, of course, it should be destroyed). Mental control may be maintained over a globe from a distance of 90 feet per level of the caster (plus 40 feet per point of Intelligence over 15). Control of a globe cannot be wrested from another except by means of a *wish* or *limited wish*—or upon the death of the owner, when the expectant owner must touch the globe to take mastery over it.

Nonsubstance Encyclopaedia

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

This spellbook, penned by Asmiak, contains *erase*, *nonetection*, *misdirection*, and *improved phantasmal force*.

of Num the Mad

XP Value: 9,600

GP Value: 96,000

DRAGON Magazine 97

This work is a slim volume of rough slabs of ironwood, tied together by leather thongs in a "sandwich" around 24 loose, unbound sheets of fine parchment. Num "the Mad" (no relation to "Lum the Mad") was crippled from birth and grew up, ridiculed and teased, in the alleys of Sel-

gaunt port. His only place of refuge was the splendid Hunting Garden of the Hulorn of Selgaunt, a vast, high-walled preserve within the city forbidden to all save the Hulorn's guests (Num found an old sewer that led into its grounds). Able only to crawl, Num was seen one day and easily chased down by one of the Hulorn's huntsmen, who rode him over and unrested a lance to slay the intruder—and was himself slain by the fall of a dead tree. Num left hastily and made for the inland forests.



Although hitherto cynical and god-derisive, he saw the tree's fall not as chance but as the direct work of Silvanus, and he began to worship the god with devotion. Seeking out a druid of the Circle nigh Shadowdale, he learned the basics of woodlore and worship, and soon became a hermit, holding himself apart from men and working tirelessly to improve the forest. At length he was healed of his disabilities by grateful sylvan elves, and he lived long in solitude and serenity, developing special prayers to Silvanus—for which, and for his works, he was rewarded with special powers from the god of the forest. Upon his death, the elves kept his grove and cave-home from fortune hunters and searching druids alike, and it was many years before raiding orcs under Gorth

gained Num's prayer book, stealing it away to unknown hands. Num was not mad, but had strange manners of speech and thought, and was popularly believed among men to be so, hence his nickname. His prayers are finely written in a flowing hand, and are well thought of by elves and druids alike.

It is from the writings of the elf Ruven Mithalvarin that we have a record of the book's contents. Each page contains a single prayer. The first is a general thanksgiving (a nonmagical ritual) to Silvanus. The other 23 are specific instructions and litanies on how to pray to the Silvanus for specific spells, as follows: *faerie fire*, *invisibility to animals*, *pass without trace*, *purify water*, *fire trap*, *obscurement*, *hold animal*, *snare*, *tree*, *water breathing*, *briartangle* (unique prayer), *call woodland beings*, *plant door*, *thorn spray* (unique prayer), *commune with nature*, *control winds*, *pass plant*, *turn wood*, *weather summoning*, *animate rock*, *confusion*, *death chariot* (unique prayer), and *transmute metal to wood*. The special prayers devised by Num (or inspired in him by Silvanus) are as follows:

Briartangle

(Alteration)

Level: 4

Sphere: Plant

Components: V, S, M

Range: 1 yd per 2 levels (from caster to spell focus)

Casting Time: 6

Duration: 1 round per level

Saving Throw: ½

Area of Effect: Special

Definition: A *briartangle* spell causes living shrubbery or undergrowth of any type to be instantly changed to densely tangled briars of the thorniest sort, growing to 6 feet in height and increasing in horizontal volume to a 10 yard radius, plus 1 yard additional radius for every two levels of experience of the caster (thus, a 10th-level druid would cause a *briartangle* of 15 yard radius). The *briars* can be readily forced through, but will snag and halt missiles, thrown objects, or flying creatures within their confines; all creatures trapped within a *briartangle* when it forms, or those that enter it after that, suffer 1d4+2 points of piercing and scratching damage per round, or portion of it, that they remain in contact with the spell. Beings clad in banded, scale, or

plate mail have all damage reduced to 1d3 points per round. This also applies to creatures made of rock or with skin of comparable hardness, but creatures with lesser armor, such as chain, take full damage, with or without a shield. In all cases, a successful save vs. spells equals half damage. Spell casting requiring a somatic component is impossible within a *briartangle*, and cloth raiment and items must save vs. acid once per round (or portion of it) that they are within the *briartangle*'s confines or be rent and torn. A *briartangle* will vanish instantly if the caster so wills, but otherwise exists for one round per experience level of the caster, the plants afterwards reverting to their former state.

The material components of the spell are living plants of any type (which are transformed into the *briartangle*), mistletoe, a thorn from any plant, and a bud, petal, or leaf from a briar (wild rose). Fire will destroy a *briartangle* in a round, but creatures within it take 2d6 points of fire damage (no saving throw). The area where a *briartangle* was cast radiates a faint dweomer for 2d3 turns after the spell has expired, and can be used to confuse creatures following a *pass without trace* trail by detecting a dweomer.

Thorn Spray

(Alteration)

Level: 4

Sphere: Plant

Components: V, S, M

Range: 12 yards

Casting Time: 3

Duration: 1 round

Saving Throw: None

Area of Effect: Special

Definition: By means of this spell, a druid can cause barbs, spikes, thorns, or spines, either naturally growing or magically created (that is, by use of a *spike growth*, *wall of thorns*, or *briartangle* spell), to spring with force from his or her hand, or from bushes or resting places (which must be within 10 feet of the druid), and serve as missiles. The *thorns* will do 1 point of damage each, and can fly up to 12 yards away, within the round of casting, striking as many targets as the druid wishes and the spell allows. The druid may direct the thorns in any combination at any living or nonliving (a scroll, lantern, or wineskin) targets that he or she can see. The thorns strike only if a successful attack roll is made (at +4) for each, as

though they were directly wielded by the druid (no range penalties apply). Sleepvenomed wooden darts are sometimes carried by druids who use this spell often. The missiles of a *thorn spray* twist and turn in flight to follow moving targets and avoid obstructions, and are fast enough to catch most birds on the wing (moving approximately 1200 yards per round). A maximum of four thorns per experience level of the druid can be animated by means of this spell. This spell will work underwater, but the *thorns* roll to hit at normal to-hit odds, and the range is reduced to 6 yards.

Death Chariot

(Evocation/Conjuration/Summoning)

Sphere: Creation, elemental (fire)

Level: 7

Components: V, S, M

Range: N/A

Casting Time: 1 turn

Duration: Special

Saving Throw: Special

Area of Effect: Special

Definition: When this spell is cast, a clap of thunder sounds and a billowing cloud of smoke erupts from the caster. Within this cloud appears a flaming chariot pulled by two fiery horses. The chariot moves 240 feet on the ground, 480 feet flying, and can carry up to nine human-sized creatures (the caster need not be among them). The chariot feels uncomfortably hot to approach, and merely touching one of the horses will do 3d8 points of fire damage, but boarding or touching the chariot will do no damage. Anyone in the chariot may control its path by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turn left or right, rise, or descend. The vehicle and steeds can be harmed by water (one quart will cause 1 point of damage) or by magical weapons. The steeds are AC 2, and can be dispelled by inflicting 30 points of damage each. The steeds and chariots can be forcibly returned to the Elemental Plane of Fire by use of such spells as *dispel magic* and *holy/unholy word*. Fire and electricity will harm neither the chariot nor steeds, but cold-, ice-, and water-based magic causes double damage.

A *death chariot* closely resembles a *chariot of sustarre*, save that its enchantments are less stable and more temporary; at the end of one turn after casting (or at any time previous to that, if the caster wishes), the *death chariot* will suddenly

explode in a gigantic ball of fire and vanish (along with its steeds). All in the chariot or within 30 feet will take 10d4 points of fire damage (save equals half damage); passengers suffer a further 2 points of blast shock (as oxygen is consumed in the blast, and air rushes back in to fill the void), and—if the chariot vanishes in midair—falling damage unless magical items or spells afford escape. Readily combustible materials such as cloth, wood, paper, and oil are consumed in the blast (add flaming oil damage to any chariot passenger carrying oil on their person). All other items (including scrolls and spell books) gain a saving throw vs. fireball. If items also suffer a fall from a midair *death chariot* blast, they must also save against its effects. Bringing an *alchemy jug* or a *decanter of endless water* into the chariot causes it to explode immediately.

The material components of the spell are a small piece of wood, bark, or handful of shavings, two holly berries, and a fire source at least equal to a torch. Note that a druid could well deceive others into thinking the *death chariot* is a *chariot of sustarre* by touching them before they enter the chariot and accompanying them. The druid causes the chariot to explode by act of will, not verbal command, so he or she could "bail out" before igniting the trap—or, alternatively, ride the chariot in safety for a short trip (across a chasm, down from a cliff, tower, or battlement for example), and then leave it as a fiery trap, or even send it back at a pursuing enemy before causing it to explode. Attempts to charm, sleep, or hold the fiery steeds will be unsuccessful. The maximum duration of existence of a *death chariot* (if it does not explode) is one round per level of the caster; if kept for maximum duration, the *chariot* fades away harmlessly.

Oerthmagik

XP Value: 4,800

GP Value: 48,000

DRAGON Magazine 200

Nazralte GrvnClithe (Naz) was born to human parents of mixed Suloise and Oeridean stock in the isolated realm of Celene in Greyhawk. Although it is widely believed that Naz has some elven blood in him, he did not get along well with the elves in his native land. This fact, combined with a thirst for knowledge and a curiosity that would drive him to the corners of the known worlds, spurred Naz to seek his fortune outside Celene.

Naz roamed far and wide over the lands of Oerth. Along with his wanderlust, Naz felt a

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burning need to push back the boundaries of magical theory, especially those regarding the elemental planes and their magic. Naz's drive for knowledge made him quite an experimenter; his tinkering with the elemental and quasiaelemental forces destroyed not only his labs, but neighboring buildings, on several occasions.

Naz kept records of his wanderings and his experiment's results. These records he condensed to one volume: *Oerthmagik*. All that is known about *Oerthmagik* is that it's a large 12 by 9 by 3 inch volume bound in bronze and covered with gorgon hide. Inscribed upon the hide in Common are the title of the work and its original author, Nazralte G.C.

The current location of Naz and his spellbook are unknown. Speculation is that Naz fell or was lost on one of his extraplanar journeys. As *Oerthmagik* was not among the belongings Naz left behind, he either took it with him, or it has been stolen since Naz's disappearance. Most believe the fate of the man and the book to be linked somehow. Adventurers, especially wizards, are advised to remain cognizant of the missing wizard and his spellbook.

Inside are details of some of the most intensive research undertaken by Naz. The first 40 pages are full of notes and hypotheses about the Elemental Planes of Fire and Water, and the Paraelemental Plane of Ice and the Quasiaelemental Plane of Lightning. (In game terms, these notes provide a reader with knowledge of the best ways to survive trips to these planes—see the PLANESCAPE Campaign setting for specific information.)

Following these pages are recipes for the creation of potions of *fire breath* and healing. The last 70 pages of *Oerthmagik* relate the spells that Naz successfully researched, including several of his own manufacture. Written upon these pages are the following spells: *flaming sphere*, *frostfire*, *lightning bolt*, *proficiency*, *bands of ice*, *stone-skin*, *wizard eye*, *lightning curtain*, *lightning-cloak*, *vanish*, *deathshroud*, and *meteor swarm*. The spells that Naz created are the following:

Frostfire

(Alteration)

Level: 2

Components: V, S, M

Range: 10 yards per level

Casting Time: 2

Duration: 2 turns per level

Saving Throw: Special

Area of Effect: Special

Definition: Through the use of the *frostfire* spell, the wizard is able to change the normally hot radiance of fires to a cold radiance. Two effects may be produced through the use of this spell. The first is a total absence of heat radiation (*light* spell); the flame will continue to burn and give off light, but no heat is produced. The second category causes the flames to burn cold, and they will inflict frost damage to anyone who comes into contact with them. For example, a torch normally causes 1d3 points of heat damage. If the cold version of the spell is cast upon the torch, it will now inflict 1d3 points of cold damage to anyone struck by the torch. The flames subjected to this spell become tinged with blue for the duration of the spell.

As a rule, the wizard can affect an amount of flame equal to one torch or four candles for every level that she possesses. For the purposes of this spell, a small campfire is considered to be equal to three torches, a bonfire equal to six, and a *wall of fire*, eight. If fire under the effect of a *frostfire* spell goes out, the effects of the spell cease immediately.

As a last option, this spell may be cast upon a fire-dwelling or fire-using creature such as an efreeti, or a fire elemental. The creature is allowed a saving throw; success indicates that the spell has no effect, but a failed saving throw causes the victim to suffer 2d4 points of damage. Only one creature can be affected by this use of the spell.

The material components for this spell are a piece of ivory and a pinch of soot if the heatless version of the spell is cast. In the cold version of the spell, a piece of ice and a clear crystal of at least 10 gp value are required.

Proficiency

(Alteration)

Level: 3

Components: V, S, M

Range: Touch

Casting Time: 3

Duration: One hour per level

Saving Throw: None

Area of Effect: One creature

Definition: Upon casting this spell, the wizard is magically empowered or empowers another to use one or more weapons in which he or she is not proficient. The affected individual will be able to use the weapon in combat without nonproficiency penalties of any kind for the duration of the spell.

The base number of weapons that proficiency is gained is one, and one extra weapon can be gained for every three levels above 5th that the wizard possesses, (an 8th-level wizard can empower two proficiencies). The proficiencies cannot be split among different individuals.

Care must be taken when allotting a weapon proficiency for use; if a priest who worships a god of peace suddenly gains proficiency with a two-handed sword, he may have some atoning to do.

Because the spell only grants a nominal degree of skill with a weapon, it cannot be used to augment the abilities of a character who is already proficient with a weapon. Thus, a fighter who can already use a long sword cannot have his skill with the weapon improved to "specialized" through the use of this spell. The material components for the proficiency spell are a bit of fleece and a miniature bronze weapon of the type in which the spell's recipient will gain the proficiency.

Bands of Ice

(Evocation)

Level: 4

Components: V, S, M

Range: 10 yards per level

Casting Time: 3

Duration: Special



Saving Throw: Negates

Area of Effect: One creature

Definition: When this spell is cast, the wizard is able to trap a chosen victim in thick *bands of ice*. The spellcaster can create bands sufficient to hold a creature 1-foot tall for every level that he or she possesses (a 10th-level spellcaster may capture any creature of 10 feet or less in height). If the affected being is very broad, such as an umber hulk, add 1 or 2 feet to its effective height for the purposes of determining whom or what the wizard can capture.

The victim immediately receives a saving throw to determine the effectiveness of the *bands of ice*. If the save is successful, the ice is brittle and easily broken, allowing the creature to escape in one combat round. Otherwise, the being is trapped for at least one turn. Once a turn has passed, the victim is allowed a bend bars/lift gates roll to determine if the ice has melted to the point where the creature can escape. If the roll is successful, the creature breaks free of the ice and is no longer effected by the spell. The normal duration of the *bands of ice* is two turns. If the spell is cast in a cold environment (40° F or lower), the duration is doubled to four turns, and if the surroundings are very cold (0° F or below), the duration is increased to six turns (one hour).

Applying a torch to the bands will shorten the duration by one round for each round that heat is applied. Magical fires such as a *fireball* will melt the ice, but the trapped being will be injured in the process.

Creatures trapped within the *bands of ice* suffer 1d6 points of frost damage each turn the ice encircles them. Cold-dwelling creatures do not receive any damage, while fire-dwelling beings suffer double damage. The extra damage suffered by heat-based creatures is offset by the monster's body heat, which will cause the ice to melt twice as fast, halving the spell's effective duration.

The material components for this spell are several chain links made of nickel, a piece of iron in the shape of a hoop, and a bit of snow.

Lightning Curtain

(Evocation)

Level: 5

Components: V, S, M

Range: 60 yards

Casting Time: 5

Duration: Special

Saving Throw: Special**Area of Effect:** 20 square feet per level

Definition: When this spell is cast, a crackling, shimmering plane of electrical force comes into being. Anyone passing through the *lightning curtain* suffers 2d8 points of damage plus 1 point for every level that the spellcaster possesses. If the individual passing through the curtain is wearing metal armor or carrying conductive objects (swords or iron spikes, for example) of at least four pounds weight, the damage inflicted by the *lightning curtain* is increased to 3d8 points plus 1 point per level of the wizard. No saving throw is allowed for creatures who pass through the curtain, and touching the curtain with a metal object has the same effect as if that person had walked through the curtain.

The *lightning curtain* is also attracted to nearby metal objects; anyone wearing or carrying such an item will be sparked by the wall if he or she approaches to within 5 feet of the electrical plane. Such a spark inflicts 1d8 points of damage upon the unlucky victim. Only the wizard who creates the *lightning curtain* can cause it part and the curtain does not spark during this time.

The *lightning curtain* is fairly transparent, allowing persons on opposite sides of it to see each other. In addition, the glow of the lightning is sufficient to illuminate the area on either side of it up to a distance of 10 feet. Spells and missiles may be cast through the *lightning curtain*, but all missiles must successfully save vs. electricity or be destroyed. The curtain does not hinder any spells except for electrical attacks, which it absorbs. The *lightning curtain* persists for as long as the wizard concentrates upon it, or for two rounds plus one round per level if concentration is not maintained. The material components necessary for the spell are a piece of amber, a bit of fur, and a square of fine velvet.

Lightningcloak

(Alteration/Evocation)

Level: 6**Components:** V, S, M**Range:** 0**Casting Time:** 1 round**Duration:** Special**Saving Throw:** Special**Area of Effect:** The caster

Definition: Upon casting this spell, a shimmering aura of lightning surrounds the wizard. This

lightning produces a crackling sound that is audible at a 5-foot range, and in dark areas the *lightningcloak* outlines the spellcaster as if a *faerie fire* spell had been cast.

Under the effects of the *lightningcloak*, a wizard is a giant battery capable of discharging lightning bolts as he or she sees fit. The maximum damage of the bolts is 10d6 for each level of the wizard, and they can be discharged at the rate of one per round. The amount of damage caused by each bolt can be varied by the spellcaster—a 12th-level wizard can cast two 6-HD bolts, four 3-HD bolts, a 9-HD bolt and three 1HD bolts, or any combination that adds up to 12 Hit Dice. Saving throws are allowed against these bolts, with success indicating that the victim suffers half damage.

The *lightningcloak* also protects the wizard from the effects of electricity and electrical attacks. These attacks are absorbed with no harm to the wizard up to a maximum of 8 points of absorption per level of the spellcaster (80 points for a 10th-level wizard, for example).

The spell will end if the *lightningcloak* absorbs its full capacity of electrical damage. In addition, anyone who attempts to touch a wizard wearing a *lightningcloak* is shocked for 1d6 points of damage. If a metal object (such as a metal weapon) is the touching agent, the maximum of 6 points of damage will be sustained by the attacker. No saving throws apply against this property of the *lightningcloak*.

The *lightningcloak* spell will end when all its lightning bolts have been used or if it absorbs its maximum capacity of electrical damage as noted. Otherwise, the duration of the *lightningcloak* spell is one turn plus one round for each level of the wizard.

The material components for this spell include powdered amber and rose quartz (100 gp total value), a bit of phosphorous, and a finely woven cloak of no less than 500 gp value. The cloak must be worn for the spell to take effect, but the cloak may be reused for subsequent castings of the spell.

Deathshroud

(Necromantic)

Level: 8**Components:** V, S, M**Range:** Touch**Casting Time:** 8**Duration:** Special

Saving Throw: Negates

Area of Effect: 1 creature each 2 levels of the caster

Definition: By casting this spell, the wizard draws upon the Negative Material Plane and is surrounded with a shroud of negative power. While the spellcaster suffers no ill effects from this magical energy, it may have dire consequences for anyone who comes into contact with the caster.

To activate the deadly power of this spell, the wizard must touch the victim by successfully rolling an attack roll against his target. Any creature touched must immediately make a saving throw vs. death magic with a -4 penalty. If the roll is successful, the victim is unharmed. If the save fails, a black haze forms about the victim, draining 20% of the victim's current hit points each round until the unlucky individual dies at the end of the fifth round. The *deathshroud* also protects the wizard; anyone who touches the spellcaster or attempts to strike him with any handheld object or weapon must make a saving throw vs. death magic at normal chances or be affected by the *deathshroud* in the same manner.

The following spells remove the *deathshroud* from an affected individual: *cure critical wounds*, *heal*, *limited wish*, *wish*, or a successful *dispel magic* spell. As a last possibility, if the afflicted individual is somehow able to reach the Positive Material Plane within five rounds, the negative energy of the spell is destroyed and the victim saved. Once a being has successfully saved against the effects of a particular *deathshroud* that being cannot be affected again during that spell's duration.

A *deathshroud* remains in effect until the wizard has attacked or been attacked by a number of creatures equal to ½ of the caster's level (round down), or the spell's duration of two rounds per level of the wizard has elapsed. Creatures from the Outer Planes and undead beings are not affected by this spell; if an undead creature is attacked with a *deathshroud*, it immediately gains 1 HD and the wizard must save against death magic or suffer the effects of the spell.

In order to cast this spell, the spellcaster must have the following material components available: a mixture of crushed black opal and diamond (worth 5,000 gp), dust from either a vampire or lich, and a piece of smoky quartz.

Occult Magnetism

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Nolzur, a wizard made famous by the use of pigmentation, penned *friends*, *hold person*, *charm monster*, *hold monster*, *charm plants*, and *mass charm* into this sought-after spellbook.

Occult Observations on Fluids

XP Value: 5,200

GP Value: 52,000

DRAGON Magazine 82

Koorz compiled *water breathing*, *airy water*, *lower water*, *part water*, *sink*, *grease*, *Spendelarde's chaser*, *metamorphose liquids*, *Alamir's fundamental breakdown*, *watery double*, *acid storm*, *Abi-Dalzim's horrid wilting*, and *elemental aura* into this extensive work on the element of water.

Ordinary Necromancy

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Vecna, before he lost his various body parts, compiled several works. Fortunately, most of these books have been destroyed by curses, quests of overzealous paladins, and divine intervention of good- and lawful-aligned deities. This piece of magical literature, however, is one of the few to survive. It is believed to be his first official publication. It contains *animate dead*, *death spell*, *reincarnation*, and *clone*. Unfortunately, about 50 pages in the middle of the book are removed. Sarelk suspects that they contained spells that someone decided to censor.

Origins of the Hour Glass Symbology

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Nulathoe penned *preserve*, *tempus fugit*, *Nulathoe's ninemen*, and *haste* into this work.

Orjalun's Arbanel

XP Value: 2,800

GP Value: 28,000

DRAGON Magazine 92

This volume consists of nine plates of beaten and polished mithral, stamped by the elvish smiths of Silvermoon with letters of the High Tongue; engraved on small dies that are positioned on the page and then struck sharply with a hammer so as to leave a distinct impression. The plates are pierced at the top and bottom on the left side, and fastened together with bronze rings. The work

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once had an ornate case of stained wood with a wrapping of embroidered canvas, but these may well have perished.

Orjaluh, the white-haired High Wizard of Silverymoon in the early days of the North (now believed dead), oversaw the construction of this work. It was designed to be a permanent repository for the most useful defensive spells he could provide for the continued safety and security of his beloved city in the years to come. But it never served so, for when Orjalun gave his staff of office to his chosen successor, Sepur and left the city, Sepur revealed his true nature—taking the *Arbatel* and staff as his own, he also left that fair city.

Sepur's fate is unknown, although the sage Alphontras recounts finding a broken staff atop a lonely, scorched tor in the Trollmoors. The *Arbatel* is first identified in the village of Longsaddle by Alphontras's colleague Eclombur the Learned, who observed it in the possession of the sorcerer Arathur Harpell. Arathur was later slain in a magical duel by the necromancer Marune, who held the *Arbatel* but briefly. Marune lost it somewhere in the winter snows, fleeing from the Lords of Waterdeep, and it must have changed hands several times in the following decade, for many hints of it are found in various records of the North.

It is mentioned once in this period by the sage Maerlus, who is represented in the Letters to the Court of Elfrin ("Collected by the King's Own Hand, being a record and discourse most fascinating upon our lands and times") by a letter he penned to the monarch, King Elfrin, wherein the sorcerer-sage described a number of items of power known to be within Elfrin's realm. In the letter, Maerlus describes several works and speculates on their locations; the *Arbatel*, he says, is in the hands of the reclusive wizard Lios—unless Marune has overcome him and regained it.

Elminster believes that Marune did slay Lios, but says that the activities of Marune from that time to the present reveal that he has not recovered the *Arbatel*, despite his repeated attempts to do so. Its recent and present whereabouts are unknown.

Orjalun was tutored by The Masked, most mysterious of the Seven Wizards of Myth Drannor, and two of the spells in the book are believed to be of his tutor's personal crafting: *encrypt* and *secure* (an improved version of wizard lock).

The first and last plates of the *Arbatel* are featureless, so as to reveal nothing of the contents within, but the seven interior plates bear one spell each (the method of scripting allows only one side of a plate to be used). These are, in order of appearance, *mending*, *charm person*, *encrypt*, *dispel magic*, *identify*, *guards and wards*, and *secure*. All of the commonly known spells in the *Arbatel* appear in the standard form, and the two unique spells therein are reproduced below, from the books of Vauth, another apprentice of The Masked.

Encrypt

(Illusion/Phantasm)

Level: 4

Components: V, S, M

Range: 10 feet + 1 foot per level

Casting Time: 4 + writing time

Duration: Permanent

Saving Throw: None

Area of Effect: See below

Definition: By means of this spell, a normal message containing up to 66 characters or letters written on parchment, stone, or the like can be made unreadable (even with magic like *comprehend languages*, *read magic*, and *true seeing*) to all but the spellcaster, any being named in the message (regardless of the caster's wishes in this

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regard) and a specific recipient, who must be named aloud and pictured mentally by the caster at the time of casting. Such a message will appear to all others as an illegible, smudged area radiating a dweomer.

A cryptic message will remain until *erased* magically, willed to disappear by the caster (who may be at any distance, but must be on the same plane to do so), or *dispel magic* is cast so that the message is within its area of effect. Weathering and other physical effects such as burning, scrubbing, or defacing the smudged area will not destroy the message as long as the actual surface on which it was written survives (*encrypt* can be safely cast on any reasonably stable surface, such as stone, wood, or paper, but not usually with success on messages scrawled in soot, dust, or snow); it will still be clearly legible to those able to perceive it.

The message does not glow or in any way attract attention to itself—an intended recipient may well not see it if not looking for a message or chancing not to look in the right place. A message *encrypted* in a language unknown to the intended recipient is not made intelligible by means of this spell; nor will it magnify script too small for the recipient to read. The text of a spell may not be concealed by *encryption*, but writing related to magic such as spell ink formulae, magical item command words, and directions for magical processes such as enchanting a certain item or constructing a golem may be so concealed.

No part of any message longer than the first 66 characters will be obscured or protected by this magic—attempting to *encrypt* such an overlong message would result in wasting the spell; the entire message could be read (or destroyed) normally. Additional writing in the same area after the spell is cast will not affect an *encrypted* message—thus, a second message can be written on top of an *encrypted* one to further conceal it, without rendering the original message unreadable by those for whom it is intended. Moreover, adding words or characters to a message known to be *encrypted* will not cause it to appear; the additions will remain clearly visible and the original will remain concealed. Multiple *encrypt* spells cast on the same or adjacent areas will not allow messages longer than 66 characters to be concealed, rather, when a second *encrypt* spell is cast, the concealed message of the first *encrypt* spell will vanish forever, replaced by the second

message. "Adjacent" in this case extends to areas of effect that are up to 10 feet distant, so that different walls in a small room cannot be used to *encrypt* multiple messages. Different sides of a wall or object cannot be used, either, unless the distance separating them is more than 10 feet. Writing used in *encrypted* messages can be very large or very small, written on walls, mountain sides, or even small bones or slivers of wood, and still be concealed so long as the maximum of 66 characters is not exceeded.

Encrypt may be used to conceal messages written by others, regardless of time elapsed since the writing, and will be effective in obscuring even *runes* deeply graven in stone, or letters formed by patterns of colored mosaic tiles. In such a case, the surface will appear faded, stained, discolored, or even covered with a smoky, sooty deposit so that the message is concealed. No amount of physical cleaning will reveal the concealed message. The figure given for range in the above text is the distance at which the caster can obscure a message with the *encrypt* spell.

A *true seeing* spell will reveal clearly the outlines of an *encrypt* spell's dweomer, but will not allow the message to be read, unless the viewer can deduce by the shape of the dweomer what is concealed. Written or engraved symbols can be *encrypted*, but magical *symbols* or *glyphs* will be unaffected. *Encrypt* will conceal, but not harm, the efficacy of protective symbols, thaumaturgic triangles, and the like.

If the caster of *encrypt* writes the message to be concealed himself or herself, this writing must be done directly; the spell cannot cause it to be magically written from afar. The material components for this spell are a pinch of dust or gray lint "fluff," and a feather, and are consumed in the casting.

Secure

(Alteration)

Level: 4

Components: V, S, M

Range: Touch

Casting Time: 6

Duration: Permanent

Saving Throw: None

Area of Effect: 30 square feet per level

Definition: By means of this spell, and employing a small piece of iron (or filings) and a tiny gem (or a like amount of gem fragments or powdered rem-

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nants), a spellcaster can make a door, chest, or portal secure. An object or area that is *secured* cannot be opened by any means except the physical destruction of the object or area, or by *dispel magic* (or *limited wish*, *alter reality*, or similar spell, worded to achieve the same effect). Unlike one affected by a *wizard lock*, a portal that is *secured* cannot be passed through by wizards of any level (including the spellcaster), and can be passed otherwise only by avoiding it through astral, ethereal, or dimension-altering means such as *blink* and *dimension door*. The dweomer will resist fire, cold, and electrical attacks of natural or magical origin without allowing any damage to the *secured* item or area. Thus, a closed and *secured* door will deflect a magical lightning bolt back on its caster, and will escape unscathed from a *fireball* blast. Physical attacks on a *secured* area are ineffective, totally negated, for one round per level of the caster (beginning with the round after casting). At the end of this time, the *secure* spell remains, but no longer affords any protection from physical attack.

When a *secured* area is touched, tested, or attacked in any way, a white radiance will flash on all sides and surfaces of the area. A *knock* spell is ineffective against a *secured* portal. Any spell, spell-like natural power, or magical item effect that attempts to alter the shape and nature of a *secured* area will be reflected back on the caster with full effects. If the power affects an area rather than an individual, the user of the power will immediately become the central point of the area of effect. Magical powers that are "reversed" in this fashion include, but are not limited to: *enlarge*, *reduce*, *levitate*, *shatter*, *dig*, *passwall*, *stone shape*, *transmute rock to mud*, *move earth*, *stone to flesh*, *vanish*, *turn wood*, and *animate rock*. If the magic does not affect living creatures (such as *animate rock* or *move earth*), the usage of the magic is simply wasted. Powers that are directly under the control of the user (such as psionics or natural magical powers, but not spellcasting) will have no effect on a *secured* area or object, but the power is counted as having been used. In all cases where the spell can be turned back upon the user, all who could be affected are entitled to saving throws if a save is normally allowed against the type of magic in question.

Light spells, *magic mouth*, *Nystul's magic aura*, and *Leomund's trap* cannot successfully be cast within, or upon any surface of, a *secured*

area. Any *glyph of warding*, *explosive runes*, or *symbol* written upon any surface within a *secured* area discharges immediately upon completion, possibly injuring the writer, his companions, or other nearby creatures. A *disintegrate* spell that destroys a *secured* area has the effect of negating the *secure* spell. A *glasse* spell has its normal effect on a *secured* area. *Find traps* cannot reveal the presence of a *secure* spell, but *detect magic* does reveal the extent of its dweomer. Illusions and other spells of concealment can be successfully cast upon a *secured* area.

Peregrin's Treatise on Fixed Portals

XP Value: 1,200

GP Value: 12,000

DUNGEON Magazine 43

Although fixed portals have existed in the Astral Plane long before recorded time, even before Gith liberated her children from the illithids, no one devoted much time to studying them before Archmage Peregrin Graycloak decided to settle in the Silver Realm. Long after his fleet of void cruisers had become a reality (see "Voidjammers," DRAGON Magazine 159), Peregrin pursued the mystery of fixed portals.

Peregrin's Treatise can be used by any wizard (or psionicist with access to the Psychoportation discipline) of at least 10th level. This work describes how to create (or destroy) a permanent, stable *gate* between any reality and the Astral Plane. The instructions in this book are written in a special magical script that cannot be copied without destroying the book.

To successfully open a *gate*, the builder must be personally familiar with both end points of the *gate*. The portal builder must assemble rare magical inks and powdered components from the destination plane (taking 14 weeks and costing no less than 50,000 gp, plus 6,000 gp per level below 18th) and inscribe elaborate magical runes at each of the portal's intended end points.

Drawing the inscriptions at each of the *gate's* end points takes at least one week, plus one week per level of the caster below 18. Once the inscriptions are properly completed (roll an Intelligence check), the ritual for creating a *gate* takes an entire week, permanently drains the caster of 1 point of Constitution, and ages the caster for 10% of his or her natural life span (all regardless of success). The base chance of success for an 18th-level wizard or psionicist is 95%; for each level below 18, subtract 5% from the chance of success

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and add 5% to the chance of catastrophic failure.

For example, a 12th-level wizard decides to create a portal between a FORGOTTEN REALMS Campaign and the Astral Plane using the rites described in *Peregrin's Treatise*. After studying the book for at least a month, and consulting the apothecaries in Calimport, as well as rounding up the desired components within three weeks, the wizard will spend 80,000 gp in the process. The wizard spends the next seven weeks inscribing the runes in the Astral Plane and on Toril, and then spends an additional week performing the rite, losing a point of Constitution and aging 10 years. Even after all this time and effort, there is only a 65% chance of success, and a 30% chance of catastrophic failure (perhaps *gating* in a powerful creature from the Lower Planes that is not at all happy about it, or even *gating* the wizard to the Lower Planes).

In order to destroy a fixed portal, the essential step is to find the keyrune at the heart of the rune network inscribed when the fixed portal was created (there is one keyrune on each side of the *gate*). If the keyrune on either side is located, the fixed portal can be destroyed by successfully casting a *dispel magic* spell on the keyrune, against a spell cast at the 18th level of experience (a *dispel magic* spell cast on the portal in general will have no effect). Peregrin did many experiments with psionics and determined that concentrating 500 PSPs on the keyrune via any destructive psionic discipline would accomplish the same result.

In the dedication, *Peregrin's Treatise* contains a short passage that can be used once per month as an "escape hatch." By reading it, the *Treatise's* owner can cast a *rope trick* spell that lasts for 24 hours on any plane.

Planes of Antimatter

XP Value: 3,200 **GP Value:** 32,000

DRAGON Magazine 82

Leomund placed the spells *rope trick*, *distance distortion*, *astral spell*, *disintegrate*, *Leomund's secret chest*, *duodimension*, and *deppockets*, as well as an alternative recipe for *potions of diminution* into this spellbook.

Poison Pages*

XP Value: — **GP Value:** +300

DRAGON Magazine 82

The owner must save vs. poison after each day of studying, or die. Some of these books do not

require immediate saving throws, but their poison is addictive. If the owner stops studying the book, he or she must save vs. poison every week thereafter or lose 1 point of Constitution upon each failed save.

Powers of the Spiritual Will

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Phrandjas wrote *emotion*, *chaos*, *feeblemind*, and *confusion* into this unknown work.

Raistlin's

XP Value: 4,800 **GP Value:** 48,000

Dragons of Mystery

Raistlin's spellbook contains the following spells: *audible glamer*, *burning hands*, *charm person*, *comprehend language*, *darkness 15' radius*, *detect invisibility*, *detect magic*, *ESP*, *floating disc*, *hold portal*, *invisibility*, *magic missile*, *mirror image*, *read magic*, *sleep*, and *web*.

Raistlin's II

XP Value: 11,200 **GP Value:** 112,000

Dragons of Faith

Raistlin's spellbook contains the following spells: *audible glamer*, *bind*, *burning hands*, *charm person*, *comprehend languages*, *confusion*, *darkness 15' radius*, *detect invisibility*, *detect magic*, *ESP*, *Evard's black tentacles*, *grease*, *hold portal*, *invisibility*, *knock*, *lightning bolt*, *magic missile*, *mirror image*, *phantasmal force*, *push*, *read magic*, *sleep*, *stinking cloud*, *suggestion*, *Tenser's floating disc*, *tongues*, *web*, and *wizard lock*.

of Rathdaen

XP Value: 1,600 **GP Value:** 16,000

The Magister

This "book" consists of four scorched pages of parchment—three complete, one only partially preserved—kept within a folder of finest parchment sandwiched between two polished ivory plates.

Rathdaen was a wizard of note some 700 years ago, who explored the Realms extensively, traveling much and making many friends by aiding others with his Art. He was sometimes repaid with magic, and his spellbook is said to have contained close to 60 of the most colorful and potent magic known to the spellcasters of five races. When he died he bequeathed the book to his apprentice, the weakling Narsel, a

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vain and foolish braggart given to insulting others and carelessly harming creatures and property with his magic. Four pages are all that is left of it now; the rest were destroyed when Narsel, who was carrying it in his pack at the time, was slain in the sky above Ironmaster by the wizard Sapphail, with whom he was duelling. Sapphail slew Narsel with a *meteor swarm*, and in the conflagration and subsequent fall of Narsel's charred corpse to earth, the Tome was reduced to ashes, two cracked slates, and these pages, rescued by Sapphail and passed on to her apprentices Jorzoan and Iliphel.

The partial page preserves a fragment of *polymorph any object* (too incomplete to use, but enough to substantially aid spell research and/or recognition of the spell written down elsewhere). The remaining three pages each bear a single unique spell, detailed hereafter: *ray of Ondovir*, *icelance*, and *Xult's magical doom*.

Ray of Ondovir

(Enchantment/Charm)

Level: 2

Components: V, S

Range: 80 feet

Casting Time: 2

Duration: 1 round

Saving Throw: Negates

Area of Effect: One creature

Definition: By means of this magic, the caster creates a ray of glowing light that leaps from his or her fingertips to one target creature. This beam fades out at 80 feet distant and has no effect beyond that; if the target creature is beyond range, and no other creature intercepts the ray before a has round passed, the magic has no effect and is lost. But if one living creature is touched by the ray (if several touch it, only the first to do so is affected, regardless of the caster's wishes), the *ray of Ondovir* takes effect. A saving throw vs. spell at -3 is allowed to any creature so touched by the ray; if failed, the victim attempts to exactly repeat the actions it took in the preceding round. Any attacks and spellcasting begun in the round in which the victim was struck by the ray are ruined. The victim moves about in exactly the same way as he or she did on the previous round, although such actions are not in exactly the same spot as in the previous round if the victim made any movements during the second round, prior to the ray's strike. Such movements are carried out even if they lead into obstacles or over cliffs or into chasms. If the target spent the previous round readying weapons, it spends this round doing so too; if it fought with weapons, it duplicates its movements (thus a mobile opponent can easily avoid the victim's attacks, and strike the victim with relative ease; consider the victim to be -4 on AC). If a spell was cast on the previous round, the victim again attempts to cast the spell, but if a second identical spell has not been memorized by the victim, no spell effect occurs. When this round of helpless repetition is complete, the victim is instantly released from all control.

Icelance

(Alteration)

Level: 3

Components: V, S, M

Range: 10 feet per level

Casting Time: 3

Duration: Special

Saving Throw: None

Area of Effect: Special

Definition: This spell only works if ice is present (in a cold or an arctic condition, or on the round following the release of an *ice storm* or similar spell). Using a piece of ice and a drop of his or

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her own spittle, the caster causes scattered pieces of ice, augmented if necessary by water, snow, or even moisture from the air, to form a solid lance of ice. The lance, a slender, pointed cylinder 12 feet in length, forms in midair in front of the caster, floating horizontally, within the round of casting. It is vulnerable to physical and magical attack in the half round in which it is forming; in the seventh it flies with blinding speed at a target pointed to by the caster, up to 10 feet distant per level of the caster. If it strikes nothing before reaching its maximum range, it falls apart in midair into a cloud of water droplets. The target (which must be a single creature) or any creature that intercepts the lance's path suffers the lance's effects. An *icelance* strikes as if it were its own caster striking, at +4 to hit, and is for striking purposes (not damage) considered a +4 magical weapon.

Any creature struck is stunned for one round and thrown to the ground violently if they are protected by a *wall of force*, *shield*, or similar magic (the lance is not a "normal missile"). Unprotected structures suffer 1 point of structural damage. Smaller objects are affected as if by a "crushing blow." An unprotected creature suffers 5d6 points of damage. An *icelance* is never deflected to strike something to one side; it shatters completely upon striking any solid object. This spell creates only one lance, and it can only strike once, without delay. If the spell is attempted without ice present, it is wasted; no spell effect occurs.

Xult's Magical Doom

(Alteration)

Level: 5

Components: V, S, M

Range: Touch

Casting Time: 5

Duration: Special

Saving Throw: Negates

Area of Effect: 10-foot-radius

Definition: By means of a caterpillar cocoon, a pinch of dust, and the tracing of runes during the casting, a magic-user seals a certain object with *Xult's magical doom*. The runes are traced with one fingertip over the pages of a book, or a map, and are visible only to a *detect magic* (they may be harmlessly removed by *dispel magic*). They prevent unauthorized perusal of the guarded object. Only the caster or someone who is (by chance or deliberately) named in or on the mater-

ial viewed, or who utters the secret word of deactivation (determined during casting) when touching the guarded object, can safely examine the object without suffering the doom.

The doom affects all creatures within a 10-foot radius when it is activated (the activator saves vs. spell at -3; other beings within that radius save at -1). The doom is a specialized *polymorph other* spell that works instantly upon creatures within its radius who fail their saving throws. Affected beings suffer a system shock roll during their transformations.

Transformation is permanent, and is always into the form of a bat, frog, toad, or snake (determine randomly). The intelligence of affected beings is not altered, so if the transformed victims can activate magical items or communicate with others so as to bring about their release (another system shock roll applies) they are free to do so.

The doom lasts only for one activation if cast by a wizard of 11th-level or less. A wizard of 12th to 23rd level may make the doom last for up to four activations. Wizards of higher levels can elect to have their dooms last for one additional activation per level above 24th. Note that the passage of time has no effect on a doom unless the object it guards is destroyed, and that a single activation can affect more than one creature.

Transformed creatures affected by this spell typically go insane if of over 7 Intelligence, as follows:

Intelligence	Time before Insanity
01-07	No Danger.
08-12	After 6 months.
13-16	After 8 months.
17	After 12 months.
18	After 24 months.
19+	13% chance (noncumulative) per year.

Insanity is one of the following forms (from the *DMG*; roll 1d4 to determine which, for each creature):

Roll	Insanity Type
1	Homicidal mania.
2	Hebephrenia.
3	Suicidal mania.
4	Catatonia.

Red Book of War

XP Value: 20,400

GP Value: 204,000

DRAGON Magazine 100

This is a large, impressive volume (2 cubits across by 3 cubits high). Its covers are worked, bloodstained armor plates beaten flat, carefully shaped, and hinged at the spine, forming a very strong binding. Between its covers are 51 thin, burnished copper pages, each carefully stamped in letters, runes, and sigils. Each page contains one prayer or priest spell on one side of the sheet. No markings or stamping mar the outer covers. A permanent, pale-red, flicker of *faerie fire* emanates from the book's pages.

Worship of the war-god Tempus is well established in the more lawless and troubled lands of the Realms, and a large, well-organized priesthood has come into being over the years. More of Tempus need not be said here; the *Red Book of War* is one of half a dozen or so similar volumes, temple *tomes* containing prayers for use by the priests of Tempus. However, the *Red Book*, unlike its fellows, has gone missing—lost to thieves in Telflamm when the great Tower of Tempus there was robbed one night three winters ago by representatives of the local thieves' guild. It seems that Taeron, High Priest and Champion Rampant of Tempus in Telflamm, refused to render unto Volludan, Guildmaster of the Shadowmasters of Telflamm, certain protective monies—and so the Shadowmasters relieved the temple of several of its greatest treasures, including two great magical blades, a *helm of brilliance*, and the *Red Book*.

The Shadowmasters promptly quarreled over their booty (aided by vengeful priests and worshippers of Tempus—that is, most of the mercenaries in the city), and Volludan and several of his lieutenants perished. All of the temple treasures were recovered except the *Red Book*, which is still actively sought by all priests of Tempus; a reward of 25,000 pieces of gold (plus, if the finder is a faithful of Tempus, a promotion of one rank in the priesthood) can be claimed at any temple of the Wargod in return for the complete *Red Book of War*. The *Red Book* will be recognized on sight by all canons and higher-ranking priests of Tempus, and they will do anything—including mounting an ambush or pitched battle with all the armed men they can muster—necessary to regain it. Its present whereabouts are unknown, but it is thought that thieves conveyed it far from Telflamm, and that it may have

changed hands several times since its theft.

The *Red Book* contains the following priest spells, one to a page, appearing in the order mentioned (all are in standard *PHB* form except for some unique spells, which are described below—these unique prayers being special to the priests of Tempus; they may or may not be heard, and answered identically, by other deities): *bless*, *command*, *cure light wounds*, *detect magic*, *remove fear*, *augury*, *chant*, *hold person*, *know alignment*, *resist fire*, *slow poison*, *spiritual hammer*, *animate dead*, *continual light*, *cure blindness*, *cure disease*, *dispel magic*, *feign death*, *holy flail* (special prayer; see below), *locate object*, *prayer*, *remove curse*, *speak with dead*, *cure serious wounds*, *detect lie*, *divination*, *exorcise*, *neutralize poison*, *protection from evil 10' radius*, *reveal* (special prayer; see below), *tongues*, *atonement*, *commune*, *dispel evil*, *flame strike*, *quest*, *raise dead*, *true seeing*, *blade barrier*, *heal*, *speak with monsters*, *stone tell*, *word of recall*, *bladeless* (special prayer; see below), *gate*, *regenerate*, *restoration*, *resurrection*, *sacred link* (special prayer; see below), *symbol*, and *wind walk*. The special prayers to Tempus contained in the *Red Book* are as follows:

Holy Flail

(Invocation/Alteration)

Level: 3

Sphere: Combat

Components: V, S, M

Range: Touch

Casting Time: 3

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: By calling upon his or her deity, the priest casting a *holy flail* spell temporarily transforms his or her own holy symbol, or any non-bladed weapon the priest touches that is wielded by another being, into a magical *holy flail*. For one round per experience level of the priest, the holy symbol or transformed weapon becomes a snakelike, flexible field of force attached to a rigid handhold; an invisible, crackling spectral *flail* that is +2 on attack rolls when wielded in battle, and is considered a magical weapon for attack purposes. A strike from a *holy flail* does 1d6+1 points of damage and, if wielded by a priest, an additional 1 point of damage per experience level of the priest per strike to all undead,

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or any creature of a greatly different alignment than that of the priest (see below). If a *holy flail* spell is cast upon a bladed weapon, nothing will happen, and the spell will be lost. If it is cast upon a weapon held by a creature of a greatly different alignment than that of the casting priest (good vs. evil; lawful, chaotic, and neutral considerations do not matter in this case), the *flail* will not form. A *holy flail* will always vanish if it is transferred from one creature to another, unless the being receiving it is the spellcaster or another priest of the same deity. A *holy flail* does not need continued concentration on the part of the priest to maintain it, and can be dropped to enable spellcasting (or thrown as a weapon) without vanishing. A *holy flail* created from a holy symbol can only be wielded by a priest of the same deity as the symbol, or it will vanish. The material components of this spell are the holy symbol or weapon (which is not consumed or damaged in any way by the spell) and a pinch of powdered gemstone (of any type).

Reveal

(Divination, Reversible)

Level: 4

Sphere: Divination

Components: V, S, M

Range: Touch

Casting Time: 4

Duration: 4 rounds

Saving Throw: None

Area of Effect: 120 yard sight range

Definition: This spell is cast upon the priest or another (willing) creature into whose eyes the priest induces the material component of the spell. It allows the affected being to see clearly the location and outline of *symbols, glyphs of warding*, magically concealed inscriptions, and dweomers existing upon surfaces viewed, even if there are not yet activated (such as *magic mouth*, *Mordenkainen's faithful hound*, *Leomund's trap*, *Nystul's magic aura*, *hallucinatory terrain*, *wall of force*). No clue as to the precise nature of the magic is given by the spell, but protective circles, *symbols*, and *glyphs* can all be scrutinized in detail and might well be identified by someone familiar with them or recorded for later study.

Reveal will show the presence of *gates* (or other links between planes, including the presence of an astral *silvery cord*), inactive or not, but will not reveal astral, ethereal or *invisible* crea-

tures or things. Unlike *true seeing*, the auras of creatures are not shown; nor are *polymorphed* or magically changed things shown.

The spell requires an ointment composed of four drops of the priest's (or spell recipient's) blood; two drops of water; two drops of giant squid sepia; a pinch of the powdered herb eye-bright; and two powdered gemstones, a large blue sapphire and a carbuncle of at least medium size. The priest mixes these in a bowl or depression of stone, china, or earthenware (not wood or metal) with his or her finger, speaks the words of the spell while holding his or her holy symbol over the paste, and then applies it to the eyes.

The reverse of the spell, *conceal*, will mask all the above things from any creature to whom the ointment (composed in this case of a pinch of powdered monkshood (aconite); six drops of onion juice; a pinch of dust; and seven drops of water, mixed and enspelled as above is applied for one turn per level of the priest casting *conceal*, and if during this time the affected being employs *true seeing*, *detect magic* or equivalent magic, these spells will appear to work, but the phenomena listed above will simply not be seen by the affected creature. Awake, mobile creatures unwilling to have the ointment for either version of the spell applied to their eyes must be contacted by the priest twice (two successful attack rolls require), but washing or any means short of *dispel magic*, *exorcise*, or a *limited wish* will not prevent the ointment from working.

Bladebless

(Necromantic)

Level: 7

Sphere: Healing, Necromantic

Components: V, S, M

Range: Special

Casting Time: 1

Duration: Permanent

Saving Throw: Special

Area of Effect: Special

Definition: By use of this spell, a priest heals a specific wound by bestowing a *blessing* on the weapon that caused it. This magic works only upon a nonmagical bladed weapon, which the priest must touch and hold as he or she intones the *blessing*. Immediately upon this being done, the last wound caused by that blade (if any wound has been so caused, to any living thing, within one turn per experience level of the

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priest) will instantly be fully and completely *healed*, even if the blade was poisoned, a disease conferred, or a limb or head was severed. Such *healing* occurs even if the affected creature is several planes distant at the casting of the *blade-bleed*—and if death occurred due to a failed system shock roll or poison saving throw, when life is *restored*. (If death was due to cumulative hit point loss, life is not restored; nor will this magic *heal* other wounds upon the victim's body.) The *healed* creature need not ever be seen, touched, or even known to the priest. If such a wound has already healed or been magically healed, it is unaffected, and the *blade-bleed* magic is lost. The material components for this spell are the weapon in question, the priest's holy symbol, and a drop of the priest's own blood.

Sacred Link

(Evocation/Alteration)

Level: 7

Sphere: Summoning, Wards, Law

Components: V, S, M

Range: Touch

Casting Time: 2 rounds

Duration: Special

Saving Throw: None

Area of Effect: Special

Definition: To bring about a *sacred link*, a priest must hold in his or her hands the two objects to be linked, and then cast the spell. The two items must be fashioned of the same materials and be roughly the same size; they cannot be living creatures; and ideally they will be nearly identical (such as, matching swords, scrolls, and statuettes). The *sacred link* spell causes an invisible magical bond to be created between the two items, both will radiate a very faint dwomer, and although the *link* is not a tangible pathway or thread that one can follow, what happens to one item will also happen to the other, even if they are separated by myriad planes or any distance.

The *link* lasts until one of the items is destroyed (or until a *dispel magic* is cast upon one of the items, which negates the *link*). For instance, if a map or scroll is sold to an enemy and the match for it is retained by the priest, his or her temple, or even another being, several days after the sale, could burn his or her copy—and the enemy's copy would also be consumed,

regardless of its location or situation (if the map was buried or underwater, no flames would occur, but the map or scroll would still turn to ashes and be destroyed, in unison with its burning twin; on the other hand, if the enemy's copy is in a backpack or on a desk with other papers, its immolation could well ignite other, adjacent flammable materials).

By means of this spell, a weapon can be damaged or destroyed by affecting its twin—or conversely, any item could be improved by plating with gold, adorning with gems, or careful carving. This spell can be used to *link* magic items, and thus, recharging or activating one would identically affect the other—but there is a 3% cumulative chance per use of the *link* (which is involuntary and not under the control of the priest or another being; one cannot choose to have one action duplicated in the twin item, and another not) that one of the items will shatter or explode (discharging all of its functions or charges), and end the *link*. The material components for this spell are the two items, the priest's *holy symbol* and a strand of fine wire, human hair or spiderweb.

Repertoire of Illustrious Conjurations

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Drawmij, that favorite wizard of many a traveler to the lands of Oerth, penned this spellbook with the following spells: *conjure elemental*, *Drawmij's instant summons*, *monster summoning VII*, *summon shadow*, *invisible stalker*, and *guards and wards*.

Repertoire of Subconscious Apparitions

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Gaxx wrote *spectral force*, *shadow monsters*, *demishadow monsters*, and *simulacrum* into this spellbook.

Representations of the Sentient Plane

XP Value: 2,000

GP Value: 20,000

DRAGON Magazine 82

Rialissom penned *phantasmagoria*, *weird*, *mirage arcane*, *advanced illusion*, and *delude* into this spellbook.

Rigby's**XP Value:** 5,600**GP Value:** 56,000

Mordenkainen's Fantastic Adventure

This libram contains the following spells: *cure light wounds, detect magic, remove fear, sanctuary, hold person, find traps, resist fire, silence 15' radius, speak with animals, create food and water, cure disease, remove curse, cure serious wounds, and raise dead.*

Runes of Norzakh**XP Value:** 7,200**GP Value:** 72,000

Kara-Tur

This book is bound with the hide of a ki-rin, a silvery-blue fur of silky texture. The beautiful hide was stretched over two thin slices of bamboo that were sewn together at the spine. It is only 1 hand width wide, 3 hands tall, and 1 finger thick. The pages are laminated silk, with different colored enamels highlighting the most important runes. The first page in the tome holds a cursed rune that turns the reader to stone.

The legends and myths of the mighty wu jen Norzakh abound in the eastern lands of the Banang district. Coming from a poor family with very little honor, Norzakh showed aptitude for wizardry and called his own familiar by the age of 12. He studied under four different masters, outpacing each before he moved on to the next. By middle age, Norzakh had captured a river dragon and rode a foo dog as a mount. He built a secret fortress with a series of catacombs beneath it and sponsored a school for his followers.

Norzakh's accomplishments include destroying the coven of Jurindo and dispelling many malignant spirits. It is believed he moved the course of the Fenghsintzu River and that he could fly faster than any bird. As he grew older he became a hermit, studying the arcane magic of necromancy in order to prolong his life. But evil magic perverted his neutral nature, and the mighty wu jen grew hateful and corrupt. Soon he was murdering innocents to extend his own life, and his powers were a blight on the land. Many heroes and warriors lost their lives attempting to rid the world of Norzakh. The evil wu jen finally disappeared and ceased to haunt the southern villages.

Norzakh's students told a story of the wu jen's *Book of Runes*, a powerful book of magic that listed all the necromancer's spells. The wu jen carried it with him when he taught in his school, and took it into his hidden fortress when he



became a hermit. It was filled with enlightened runes of magical powers that held the knowledge of all Norzakh's spells. Many of his students searched in vain for the ancient wu jen's fortress when it was believed that he had died, but it is said that the tome still lies undisturbed with its dead master.

The runes contain an assortment of 16 typical spells known throughout the land, ranging from 1st to 8th level, but also include two unique spells, *Year stealing* and *thornbush arrows*.

Year Stealing

(Necromantic, Reversible)

Level: 8**Components:** V, S, M**Range:** Special**Casting Time:** 6**Duration:** Special**Saving Throw:** ½**Area of Effect:** Special

Definition: An evil wu jen can steal years from a victim's life and add them to his or her own life, but draining of a life force demands special preparations. It is an arcane art, lost for hundreds of years. This spell is the reality behind the old wives' tales that a wu jen could steal a man's life.

Before attempting to steal years, a wu jen must

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gather blood from the intended victim, which is mixed with the wu jen's own and water, then the liquid is placed in a special glass screen made for this purpose. The glass screen must be at least waist high, formed of two panels with a thin channel between, and a hole bored through the center. An unlit black candle is placed on the victim's side of the glass pane and a white candle is lit on the wu jen's side (this is reversed to reverse the spell). A unicorn's horn is stuck through the glass pane in the hole left for this reason, and this as a conduit for the magic. When the wu jen casts the spell, the glass screen glows with the light of the candle and the light builds in intensity until a flash of white light envelopes all components, including the people. When the light recedes, the white candle has blackened and is blown out while the unlit candle is now streaked with gray and burns with a blue flame. The wu jen becomes 2d6 years younger, and the victim adds the same amount of years to his age. The unicorn's horn turns to dust, now useless.

Thornbush Arrows

(Alteration)

Level: 5

Components: V, M

Range: Touch

Casting Time: 1 round

Duration: 1 round

Saving Throw: None

Area of Effect: 5 thorns per level

Definition: Thorns are the most important component of this spell. Whole thorns must be sliced from a rose bush and kept with petals from the same plant's blossoms. When the spell is cast, the wu jen must hold the thorns on open palm and wave a feather of a phoenix over them, then direct them toward a target. The thorns will fly up and strike with a +4 to the attack roll. The little barbs cause 1-2 points of damage but they can be dipped in various poisons before being launched. They all must be used in one shot, but can be spread out over an area to strike multiple targets. These magical thorns only hit targets a wu jen can see, and cannot follow a fleeing or evading individual.

The phoenix feather is useless after the spell, blackened with spent energy. Wu jens who have learned this spell are constantly on the lookout for nice rose bushes or flowering thorn trees.

Runes of Possession*

XP Value: +1,500

GP Value: +8,000

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This type of book has a magical intelligence. An evil character who studies it for as much as one week must save vs. spell at -2 each day thereafter or be possessed by the book. The effect of possession is similar to a *quest* spell, forcing the owner to attempt to make amends for all the evil acts he has performed. Each time a major act of evil is undone (DM defines "major"), the owner is entitled to a saving throw vs. spell to see if freedom from possession is gained. If the possession is neutralized by some magical means, the owner will be freed but will lose 10,000 XP or one level of experience, whichever is greater.

Sabirine's Specular

XP Value: 11,600

GP Value: 116,000

DRAGON Magazine 100

Sabirine's Specular is a large, heavy tome (5 handwidths across by 10 handwidths high, 2 fingers thick) of 28 fine vellum pages with stamped brass corner-pieces, with covers of thin black marble affixed to the thinnest of suth-wood sheets by large brass corner caps.

Sabirine was a wizard of long ago, instrumental in the exploration of the North; her adventures are a part of the fireside lore of traders and travelers there yet. She compiled and concealed spellbooks in various caches and favorite haunts about the wilderlands, and the one known as *The Specular* has survived, for it is known to have been in the library of the sage Eiron the Old in Neverwinter until his death—and the subsequent pillaging of his house by thieves of the Red Hand guild—only four winters ago.

Sabirine learned the secrets of lichdom but chose to die a natural death instead. She was a wizard with an overt interest in cantrips, and was an enthusiastic advocate of the continued use and refinement of cantrips by wizards of long career and high level. *The Specular*, for instance, contains three unique cantrips developed by Sabirine: *catfeet*, *snatch*, and *spark*.

Each cantrip and spell in the *Specular* is set forth alone on a page, and there are two additional pages at either end of the book; those at the beginning being an inscription identifying the tome as belonging to Sabirine, with her rune (an "S" depicted as a swan), and those at the end bearing a curious piece of black felt in the shape

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of a vial. The frontispiece page is actually a unique spell, *spell engine* (detailed below) of unknown authorship, which has been concealed by use of a *secret page* spell. The command word of the *secret page* is not known. The last page is thought to be an unused magical *useful item* (see *Robe, of Useful Items*)—a *potion of extrahealing*, Elminster believes.

The pages between bear six cantrips: *catfeet* (detailed below), *clean, freshen, snatch* (detailed below), *spark* (detailed below), and *unlock*, and spells as follows: *comprehend languages*, *enlarge, light*, *Nystul's magic aura*, *sleep*, *bladethirst* (a unique spell, detailed below), *detect evil*, *ESP*, *clairaudience*, *gust of wind*, *tongues*, *charm monster*, *dig*, *fire charm*, *Merald's murderous mist* (a unique spell taught to Sabirine by her tutor, the mighty Archmage Merald; the spell is detailed hereafter), *polymorph other*, *Bigby's interposing hand*, *disintegrate*, *geas*, and *phase door*.

Spell Engine

(Abjuration/Alteration)

Level: 8

Components: V, S, M

Range: 0

Casting Time: 1 turn

Duration: Special

Saving Throw: None

Area of Effect: Sphere about caster, 10-foot-radius per level

Definition: This rare and powerful magic does not come into operation until another spell is cast within its area of effect. When that occurs, a huge, shining wheel or vertical disc of glowing white light will instantly appear (some inches above any ground or floor that was there at the time of casting, or is there at the time of activation) where the caster stood while casting the *engine* (even if that spellcasting occurred centuries before). It will begin to turn, with a gentle rushing noise, and will absorb the energy of all spells cast within its area of effect—so that they are wasted and do not work, but serve instead to power the turning wheel. The wheel does nothing except turn, light up an area, and benefit wizards and illusionists with a curious side-effect: Its sound and energies aid magical concentration, and spell memorizing times for spellcasters who study within its area of effect are halved. Once activated, an engine will not disappear until dispelled; if starved for magical energy, it will merely turn more and more slowly, and

gradually grow dim, until it hangs motionless, translucent and ghostly.

A *spell engine* cannot be dispelled by *dispel magic* (which it will absorb), nor affected by normal weapons (which pass through it as though it does not exist). A *wish*, *limited wish*, or *alter reality* spell, properly worded, will destroy it, as will contact with any magical item or artifact—which causes a magical explosion doing 1d20 points of damage to all within 10 feet (1d8 to those from 11 to 20 feet away), and destroys the magical item; an artifact must make a saving throw. If such an artifact is not destroyed, there is a 75% chance that it will be shifted (with or without any creature wielding it) into another plane of existence.

Magic mouths, *glyphs*, *symbols*, and protective circles or other runic magic will not be affected by a *spell engine*; thus, a doorway can be guarded by a *symbol*, and a *spell engine* cast in front of the doorway will prevent the *symbol* from being *dispelled*. *Detect magic* will reveal the presence and shape of an inactivated *spell engine*; the wheel is typically 12 feet in diameter and two feet thick, standing upright on edge, although it will grow marginally larger if charged by many spells and the surroundings permit such growth (its area of effect remaining unchanged). It is often cast in a narrow passageway before a door. Until activated, the wheel of a *spell engine* has no physical existence and cannot be touched. A *disintegrate* spell will have no effect on an inactivated *spell engine*, but it will destroy an activated *spell engine*, with an explosion identical in effect to that caused by contact between a *spell engine* and a magic item or artifact. Note that a *spell engine's* area of effect extends through rock and void alike in a perfect sphere; it cannot be easily avoided by use of a *passwall*, *dig*, or *phase door*.

Living creatures that do not possess magical items can pass through the area of effect of an active *spell engine* without effect; it does not "drain" spells from minds. Inactive *spell engines* cannot be contacted by a living creature, magic item, or artifact, and thus cannot be so activated; nor will the presence of a functioning spell, psionic effect, or magic item function activate a *spell engine*—it is only the actual casting of a spell that activates the *engine*.

The material components for this spell are a small disc of fine, polished ivory, bone, shell, or marble; a drop of water or one of the caster's tears; and a gem (any type) of at least 1,000 gp value.

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Catfeet

(Alteration)

Area of Effect: 1 pair of feet (self)

Definition: This personal cantrip, enacted by making a stroking motion with the fingers of one hand, acts upon the caster (and cannot be made to affect another person) for one round (plus one additional round per experience level of the caster, above first level). Movement, regardless of the surface being walked upon or climbed, is rendered silent. This does not cloak any other sounds made by the caster, such as breathing, the swish of clothing, or sounds made with the hands grasping or moving. Anything dislodged or broken by the caster's feet will make whatever noise it normally would, and traps or other devices triggered by a footstep will also function normally. In addition, the caster will land, balanced and unwinded, on his or her feet, from a fall of any height suffered while the cantrip is in effect (and a modifier of -1 from each die of falling damage suffered applies).

The dweomer also lends some surety of traction and movement; a -15% chance of slipping or falling in damp, greasy, or otherwise slightly slippery conditions underfoot. Note that this does not enable the caster to climb or walk upon walls or ceilings unless other magic is employed (such as a *spider climb* spell), but will reinforce all such magic to lend increased safety in hazardous conditions.

Snatch

(Evocation)

Area of Effect: 1 person

Definition: This cantrip affects people, it causes a brief, violent jerking force to act upon a body portion or limb of a subject creature. The force has little strength, but may serve to cause a running being to stumble or turn about, or cause someone to fumble or drop small objects such as keys, material components, gems, coins, and the like. A saving throw (of the subject, vs. spell) determines whether such objects are actually dropped, or a fall or mishap actually occurs—or whether the *snatch* merely delays the subject for an initiative penalty of 1d3 for the next round. In no case can successfully *snatched* objects be animated or conveyed magically by the caster; the *snatch* is a brief tug, not an *unseen servant*. The caster hisses softly at the subject (who must be within 20 feet of the caster—10 feet if the caster is a 0-level

apprentice), and simultaneously makes a jerking motion with a hooked finger, visualizing the location and precise direction of the desired *snatching*, to enact the cantrip

Spark

(Evocation)

Area of Effect: Special

Definition: This personal cantrip is enacted by the caster snapping his or her fingers and making a popping verbal noise simultaneously; this causes a large, powerful blue *spark* to come into being at any precise location (familiar, or unseen and merely chosen by direction and distance) within a range of 10 feet per level of the caster. The energy of the *spark* will be transmitted by any conducting materials it contacts, but the *spark* does not require the presence of electrical (or any other) energy, and is not affected by dampness or other atmospheric conditions. If the caster is of 6th level or higher, the cantrip will produce 1d4+1 *sparks* in the same spot, in rapid succession.

Bladethirst

(Alteration)

Level: 2**Components:** V, S, M**Range:** Touch**Casting Time:** 1**Duration:** 1 round**Saving Throw:** None**Area of Effect:** Blade of one weapon

Definition: By means of a pinch of powdered silver, adamantite, or mithral, and at least a drop of (human) blood, the caster endows the blade (or blades) of an edged weapon with a +3 bonus on the attack roll in the following round only. This temporary magic is visible as a blue-white glow about the weapon, and fades when the blade strikes a creature or the spell expires, whichever first occurs. The weapon must be touched by the caster, and can be wielded by the caster or any creature—but if it is thrown, cast, or launched (a fired missile weapon such as an arrow), the +3 bonus will not apply. (Note that an arrow held to stab like a dagger would gain the bonus.) The weapon does not gain a +3 bonus on damage, but is considered magical for attack purposes on the round following spell-casting, and if it must make a saving throw during that round, it gains a +3 bonus on the save. (Polearms such as spears and halberds are edged

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weapons, but spiked weapons such as a flail or a morning star are not.)

Merald's Murderous Mist

(Evocation)

Level: 4

Components: V, S, M

Range: 0

Casting Time: 4

Duration: 2 rounds

Saving Throw: Neg

Area of Effect: 20-foot-radius sphere

Definition: A billowing cloud of misty vapors is created by the use of this spell; it radiates outward from the caster to fill a 20-foot radius, a spherical area above and below the caster's ground level, penetrating all obstructions; at the end of the round of casting, the magic takes effect, and the mist changes in hue from blue-gray to green, becoming poisonous. All breathing creatures within the area of effect not possessing a (magical) separate air supply—except the caster, who is immune to the effects of his or her own *murderous mist*—must immediately save vs. spell. Those who save are unharmed. Those who do not take 2d4 points of damage from the vapor, which is corrosive to flesh but does not affect clothing or items. Creatures which can't move out of the area of effect within the round take a further 1d4 points of damage on the following round, as the vapors begin to combine with the air and disappear. The globe of *murderous mist* is a magically bound, precise area unaffected by natural or magical winds. *Dispel magic* or *part water* will cause it to disappear before expiration of the spell, and various magic or items (such as *rope trick* or a *portable hole*) will protect an individual by providing escape from the *mist*, but it is otherwise unaffected by natural or magical forces.

Scalamagdrion

XP Value: 9,200

GP Value: 92,000

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This is a large volume fashioned of parchment, bound between slabs of wood and sewn to the black hide of an unknown creature, which has been stretched over the boards to form a cover. It bears no external markings of any kind. Its covers are edged with beaten copper, now discolored to a vivid green by the elements. There are 26 yellowed and curling pages within, and some owners

report a binding strip of black hide that the book now apparently lacks. The size and weight of the tome precludes its easy transportation by hand, under arm, or in a satchel, and indeed it does not show the wear (scratched cover or corners, blotched or warped parchment due to wetness) typical of books that have seen much traveling.

The true origin of the *Scalamagdrion* is unknown. It is first mentioned in the writings of the wizard Hethcarter, who owned the book in his youth. He does not mention how he acquired it, but does record that he gave the book to Hym Kraaven (one of the Seven Wizards of Myth Drannor) in payment for magical training. Shortly after that his writings end. Hethcarter is remembered today chiefly for his spectacular suicide, hurling himself to his death from the highest pinnacle of the crag now known as Hethcarter's Leap. He did this when chased by almost a score of illithids, and the sage Orfidel believes that these hated creatures sought the *Scalamagdrion* itself—an opinion shared by Elminster.

Hym Kraaven never revealed or used the work in his teachings at the school in Myth Drannor (see the *Workbook*) possibly because of the contents of one of its pages. Of Hym Kraaven's fate, or the means by which the book passed into the hands of its next known owner, nothing is recorded, but the sages Orfidel and Maerlus of the North were both present on Watcher's Tor when a hitherto unknown wizard named Valathond used its spells to destroy the wizard Gaerlammon in a formal duel.

Valathond was later slain by the Company of the Raven, but his killers did not discover the book in the treasure in his keep, nor does an examination of their tales of encounters and skirmishes with the wizard over an entire season before his fall suggest that he still possessed it. Auvidarus, sage of Hillsfar, and Laeral, wizardess and leader of the adventurers known as The Nine—two observers almost a world apart—have both recorded rumors ascribing ownership of the book to this or that wizard. One of Laeral's collected rumors, interestingly, again mentions a group of illithids. But the veracity of these rumors is untested; the present whereabouts of the work are a matter of conjecture.

Elminster described the tome's contents, drawing upon his study of Hethcarter's careful notes, as follows:

The *Scalamagdrion*'s first and last pages are

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blank. The remainder bear 23 spells, one to a page and with each page having a blank (rear) face, and one page containing only a curious illustration. The contents of the pages are as follows, in order of appearance from the front of the book: (blank), *write*, *erase*, *tongues*, *message*, *unseen servant*, *wizard lock*, *identify*, *enchant an item*, *permanency*, *blink*, *disintegration*, (illustration), *feeblemind*, *fly*, *death spell*, *flame arrow*, *delayed blast fireball*, *invisibility*, *levitate*, *conjure elemental*, *minor globe of invulnerability*, *wall of force*, *remove curse*, *dispel magic*, and (blank). All spells appear in standard form. The irregular order of the spells suggests that the book was created with its spells arranged according to the creator's wishes, and thus was not the workbook of a wizard progressing slowly in magical ability under tutelage.

The unique feature of the work is the illustration found on the page between *disintegration* and *feeblemind*. It is of "a warm, velvety texture" according to Hethcarter's notes, and is a strikingly realistic painting of some unknown, seemingly endless caverns (perhaps on some other plane), in which crouches a dimly visible, winged, reptilian monster on a bed of human bones. A word or name has been spelled out clearly in Common across the bottom of the page, by the arrangement of bones: "Ningulfim." Hethcarter notes that if this word is spoken over the open page or if one stares too long at the illustration, the monster begins to move.

From other sources not divulged, Elminster states with certainty that the page is a *gate* or portal to some unidentified plane or extradimensional space of endless caverns, and passage through the *gate* is two-way. Once the *gate* is activated, the monster will emerge from the page into the Prime Material Plane and attack all creatures nearby, seeking to slay and carry the prey back into the caverns to devour. Its true nature is a mystery, but what is known of it can be summarized as follows:

Scalamagdrion

Aka: *Guardian of the Tome*, *Ningulfim*

CLIMATE/TERRAIN: The *Scalamagdrion*

FREQUENCY: Very Rare

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Average (8–12)

TREASURE: S, Q, V×3 (in lair)

ALIGNMENT: Neutral

NO. APPEARING: 1

ARMOR CLASS: 6

MOVEMENT: 15, Sw 8

HIT DICE: 6+6

THAC0: 15

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 2d6/1d6/1d6/2d4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

SIZE: L (20' long)

MORALE: Fearless (19–20)

XP VALUE: 2,000

The scalamagdrion resembles a grey-scaled, green-eyed dragon with stubby wings and a long, bone-spiked prehensile tail. If it pounces upon a victim from above, it can rake with all four of its claws (each causing 1d6 damage), or pin the victim with its great bulk and use its foreclaws to attack. The Scalamagdrion's tail does 3d4 points of damage. It is fearless, enjoys human flesh, and is cunning enough to take a victim's body, fallen items and all, back to its lair to avoid being caught eating.

The scalamagdrion radiates *silence*, 15' radius about itself, and has a natural *spell turning* ability (as a *ring of spell turning*, including gaining a saving throw for spells for which there is normally none). This makes it a deadly foe for wizards, and, indeed, none have yet prevailed against it.

Several wands and rings can be seen amid the bones upon which the scalamagdrion crouches. The monster and the *gate* to and from its abode cannot be destroyed or harmed by tearing out or destroying the page on which it appears, although any attempt at such activities will certainly cause it to issue forth.

Science of Metaenchantment

XP Value: 8,400

GP Value: 84,000

New Item

Sarelk, always interested in magic that affects other magic (usually referred to as metamagic), compiled an extensive list of metamagic spells collected into two volumes. The first volume includes *extension I*, *extension II*, *extension III*, *permanency*, *sense shifting*, *alacrity*, *Alamir's fundamental breakdown*, *augmentation I*, *far reaching I*, *minor malison*, *squaring the circle*, *dilation I*, *divination enhancement*, *far reaching II*, *greater malison*, *minor spell turning*, *Mordenkainen's celerity*, *unluck*, *far reaching III*, *Khazid's procurement*, and *lower resistance*.

Science of Metaenchantment II

XP Value: 5,200

GP Value: 52,000

New item

Sarelk, compiled an extensive list of metamagic spells collected into two volumes. The second volume includes *mind fog*, *safeguarding*, *augmentation II*, *dilation II*, *hatch the stone from the egg*, *Hornung's surge selector*, *intensify summoning*, *spell shape*, *steal enchantment*, *chain contingency*, *glorious transmutation*, and *stabilize*, as well as the recipe for the *philosopher's stone*.

Selvar's Ineffable

Conjurings, Magic, and Phantasms

XP Value: 12,800

GP Value: 128,000

The Magister

A medium-sized tome (3 handwidths broad by 4 handwidths tall) of ash boards covered with stretched, white-tanned cowhide. The covers have brass corner-caps, and a binding of brass rings, which hold 33 parchment pages, each containing a spell, one to a page, except for the first page. It is a title page, and bear's Selvar's personal rune, thus:



Selvar was a wizard of Taruin, in the southern realm of Samarach, who in his latter days became involved in a feud with another local wizard, Phelpar of Rassatan. For some years Selvar hopped about as a frog thanks to Phelpar's spells, and during that time Phelpar

stole all of Selvar's spells and magical treasures. Selvar hopped for many miles across Samarach to a cave in the mountains north of Sorimar Pass, where he had hidden a cache of magic, and by means of the powers there regained his own form. He then set about trapping Phelpar, whom he eventually enspelled into the form of a horse and rode to death. Employing magic to speak with Phelpar's corpse, Selvar learned the location of Phelpar's cache, wherein his own stolen magic was hid, and went there to a tomb in the Rathgaunt Hills, on the southern edge of the great plains of the Shaar. There the elderly wizard set about collecting and refining his spells, and setting them down in books—one of which, the *Ineffable Conjurings, Magic, and Phantasms*, he gave to the young maid Ilistar, who later became an apprentice of Khelben "Blackstaff" Arunsun. Ilistar set down Khelben's warding whip on the hitherto blank last page of the book.

The book is unusual in that it begins with a section of illusionist spells, written in the magical secret language of that class, Ruathlek, and concludes with a section of wizard spells. These spells are listed hereafter: *Color spray*, *detect invisibility*, *gaze reflection*, *phantasmal force*, *blacklight* (a unique spell, detailed below), *hypnotic pattern*, *invisibility*, *magic mouth*, *mirror image*, *plague* (a unique spell, described below), *dispel illusion*, *fear*, *mailed might* (a unique spell, described below), *paralyzation*, *spectral force*, *dispel exhaustion*, *phantasmal killer*, *maze*, *shadow door*, *demishadow magic*, *turnshadow* (a unique spell, described below), *web*, *dispel magic*, *haste*, *water breathing*, *ice storm*, *remove curse*, *hold monster*, *wall of force*, *globe of invulnerability*, *power word silence* (a unique spell, detailed below), *Khelben's warding whip* (a unique spell, detailed below).

Blacklight

(Alteration)

Level: 2

Components: V, S, M

Range: 10 feet per level

Casting Time: 2

Duration: 1 round per level

Saving Throw: Negates

Area of Effect: 20-foot-radius; globe

Definition: By means of this spell, an illusionist creates a stationary, temporary area of darkness. The darkness is total and impenetrable, foiling even infravision.

Normal and magical light is negated unless *light* or *continual light* magic, or a *dispel magic*, is used to destroy the area of *blacklight*. This spell is different from the usual magical *darkness* in that the caster can see normally in the area of effect, seeing the spell effect only as a faint, smoky gray or blue haze. Thus the illusionist can move, attack, cast spells, and the like normally.

Creatures within the area of effect are adversely affected in combat by the darkness, although a blindfighting proficiency aids against this. Creatures in the area of effect of *blacklight* are allowed a saving throw vs. spell (at -3) for each round in which they remain in the *blacklight* area; if successful, they can see as well as the illusionist who cast the spell can, for that round only (a saving throw must be made each round; if made one round and then failed the next, a creature's blindness will return). The caster of a *blacklight* can end it at will, although continual concentration is

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not necessary to maintain its existence, and the illusionist may cast other spells after the *blacklight* is created, without destroying it. (Note that spells that depend upon victims seeing the spell effect will not work if the victims are blinded by the *blacklight*.) The material components of this spell are a piece of coal and an eyeball (from any creature; it may be dried and preserved).

Plague

(Illusion/Phantasm)

Level: 2

Components: V, S, M

Range: Touch

Casting Time: 2

Duration: 100 turns per level

Saving Throws: Negates

Area of Effect: Creature touched

Definition: This spell allows an illusionist to cast a special type of *spectral force* requiring no continued concentration, on any one creature. The illusion created involves smell, texture of skin, appearance, and the like, in a simulation of the symptoms of any severe contagious disease the caster has closely seen examples of before. If the caster has never observed such a disease, he or she can invent and visualize symptoms, but they are 30% likely to be seen as false and magically created. Otherwise, such an illusion is only 6% likely to be detected. The victim suffers no damage (and indeed, may not be aware that the illusion exists, as the victim cannot see the illusion, but only his or her real form), but may well be slain or driven away by others ere the spell expires. *Cure disease* and similar magic have no effect on the *plague* illusion, but *dispel magic* has its normal chances for dispelling the magic.

The material components of this spell are a scrap of human skin (from any source, of a size at least as large as a gold piece) and a pinch of soot or charcoal or black mold or fungus growth.

Mailed Might

(Evocation)

Level: 3

Components: V, S, M

Range: Touch (or self)

Casting Time: 3

Duration: 1 round per level

Saving Throw: None

Area of Effect: Creature touched

Definition: By means of this spell, a wizard pro-

jects herself or another touched creature with temporary, illusory armor. The armor has no weight, nor does it encumber its wearer or in any way affect movement or the drawing of weapons or rearrangement of clothing "under" the armor. To the wearer, it is "not there"—invisible and undetectable, making no metallic sounds when struck or moving, and so on. To others, it appears as translucent, ghostly armor, visible in outline but nonreflective and soundless. It protects the wearer as if it were real plate mail (AC 3), but is immune to rust monster attacks and does not conduct electrical discharges. It cannot be disbelieved by opponents, and lasts for the spell duration regardless of how much damage it absorbs (it absorbs 3 points of damage per attack directed at the wearer). This improved *phantom armor* does not hamper spellcasting or the exercise of any class abilities, confers a +1 bonus against all attacks protected against by magic armor, and completely covers the protected creature, who may be of any size (such as a horse or mule), fitting perfectly. The armor wearer looks as if it were shadowed by far larger, more powerfully armored creatures who stand behind it and move with it. Creatures of 2-7 Intelligence ("semi-" and "low") who observe this effect will flee in fear of the strange armored creature they face; more intelligent creatures are disconcerted and may respect the potential powers of the recipient being more than they otherwise would. The material component of this spell is a small fragment of real armor—plate or metal mail-weave.

Turnshadow

(Abjuration)

Level: 6

Components: V, S

Range: 60 feet

Casting Time: 1

Duration: 1 round per level

Saving Throw: None

Area of Effect: 40 by 40 feet

Definition: This spell allows a wizard to turn shadow monsters, demishadow monsters, shades, and shadows (either those conjured up and controlled by means of a *summon shadow* spell, or encountered undead) and cause them to flee away from the caster and any companions in a chosen direction at 100 feet per turn or to attack a single target creature of the caster's choice. Thus, a shade of a dragonne created by one illusionist and directed at another wizard could be turned against

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the initial caster (who would lose control of the dragonne, including any ability to dispel it without a separate spell).

Power Word Silence

(Alteration)

Level: 6

Components: V

Range: 10 feet per level

Casting Time: 1

Duration: 2 rounds

Saving Throw: None

Area of Effect: Special

Definition: This spell enables a wizard to magically silence one creature and an area extending all about that creature to a distance of 1 foot. The silence occurs instantly upon the utterance of the power word, ruining any spellcasting in progress, and continuing in the round following the round in which the power word was uttered. The silence foils spellcasting, the utterance of any word of activation or command words, normal speech or shouted alarms, banging noises, and blocks all sound, effectively deafening the target.

The target can of course move, breathe, or even ring a gong or operate a magical noisemaker (including such items as a *horn of Valhalla* or *blasting* and a *chime of opening*) without any effect except the expenditure of charges, if applicable. *Dispel magic* or *dispel silence* will not affect the silence created by a power word; a limited wish or more powerful spell is required.

Khelben's Warding Whip

(Abjuration/Evocation)

Level: 7

Components: V, S, M

Range: 10 feet per level

Casting Time: 7

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: Developed specifically as a counter to the various *Bigby's hand* spells, this magic enables a caster to combat magical attacks which take the form of pushing, striking, or crushing forces. It creates a whiplike, flexible lash of invisible force directed by one of the caster's hands, which when directed against magical forces has the following effects:

- All cantrips that cause loss of balance or affect physical person: presence of whip confers

immunity on whip-wielder.

- *Push:* Presence of whip confers immunity on whip-wielder.
- *Shield:* Touch of whip instantly dissipates shield; whip unaffected.
- *Tenser's Floating Disc:* Touch of whip has 40% chance (per strike; one per round) of destroying disc; whip unaffected.
- *Bigby's Interposing Hand:* Touch of whip instantly destroys hand; 20% chance of whip being destroyed too.
- *Bigby's Forceful Hand:* Each strike of whip on hand (one per round) has a 90% chance of destroying the hand and a 30% chance of destroying the whip.
- *Bigby's Grasping Hand:* Same as above, except the chances are 80% and 40%.
- *Bigby's Clenched Fist:* Same as above, except the chances are 70% and 50%.
- *Bigby's Crushing Hand:* Same as above, except the chances are 65% and 60%.

The caster need not concentrate on the whip to maintain its existence, but can cast solely verbal-only spells to avoid destroying it before the spell expiration. No THAC0 roll is required to strike or parry with the whip, but the caster cannot wield other physical weapons without causing the whip to dissipate. The material components of this spell are a piece of wire and a pinch of powdered electrum.

The whip has no effect on such spells as *gust of wind*, *levitate*, *hold person*, *slow*, *fumble*, *repulsion*, *reverse gravity*, *trip*, and various nonmoving magical barriers, from *wall of force* up to *prismatic sphere*, and cannot itself be used as a weapon—it simply and harmlessly passes through living objects as though they did not exist. It may be used to parry the physical attacks of normal and magical weapons, including telekinetic missiles and other weaponlike spell effects (such as *spiritual hammer*, *flame blade*, and *Mordenkainen's sword*) and of magical items (such as a *shillelagh* or *ring of the ram*), with a base 60% chance of success, plus 2% per level of the caster of the whip. Thus a 14th-level wizard, the lowest level able to use 7th-level spells, will have an 88% chance of parrying, whether the attack be a +1 dagger or a *flame blade*, with a maximum chance (regardless of level) of 96%. The whip can parry only one attack in a round, so it can foil only single-missile *magic missile* attacks, and remove only 1 point of damage (per round) from *blade barrier* attacks.

Sakatha's

XP Value: 30,400

GP Value: 304,000

Tomb of the Lizard King

Sakatha's spellbook is clearly just that, and will be recognized as a book of spells as soon as it is seen. The book is a large, thick volume with gold-plated wooden covers. It is closed and locked with a simple clasp lock, there are no runes or inscriptions of any kind on the cover. The book, however, carries a special curse: any person (other than Sakatha) who ever uses the book can never be rid of it, and that person will lose 1 point of Intelligence per week (save vs. spell each week applicable). When the Intelligence score is reduced to 0, the person dies (no save). If buried, the dead person will awaken as a vampire in 1d10 weeks. A *remove curse* spell will enable the victim to be rid of the book and will stop the drain on Intelligence, but will not restore lost Intelligence points.

Sakatha's *Spellbook* contains the following spells: *affect normal fires, burning hands, comprehend languages, detect magic, erase, featherfall, hold portal, identify, jump, light, magic missile, enlarge, read magic, spider climb, sleep, ventriloquism, shocking grasp, Nystul's magic aura, darkness, 15' radius, detect evil, detect invisibility, ESP, forget, invisibility, Leomund's trap, knock, magic mouth, mirror image, ray of enfeeblement, rope trick, scare, shatter, stinking cloud, web, wizard lock, blink, clairaudience, clairvoyance, dispel magic, explosive runes, fireball, gust of wind, haste, hold person, invisibility, 10' radius, lightning bolt, Leomund's tiny hut, protection from evil, 10' radius, protection from normal missiles, slow, suggestion, tongues, water breathing, charm monster, confusion, dig, dimension door, extension I, fear, fire shield, fumble, ice storm, minor globe of invulnerability, polymorph other, Rary's mnemonic enhancer, remove curse, wall of fire, wall of ice, wizard eye, hallucinatory terrain, plant growth, Bigby's interposing hand, cloudkill, magic jar, feeblemind, and teleport.*

Serpin Lexicon

XP Value: 10,400

GP Value: 104,000

DUNGEON Magazine 17

The *Serpin Lexicon* is an eldritch work dedicated to evil and the spread of chaos. It deals primarily with the conjuration and summoning of extraplanar creatures, particularly those from the lower planes, with secondary spells pertaining to death and necromancy. In addition to long sections of narrative describing Imbindarla's sect and its cer-

emonies (these are unpleasant but not dangerous to peruse), the book contains the following spells:

Priest

Protection from evil
Detect life
Animate dead
Feign death
Negative plane protection
Speak with dead
Abjure
Exorcise
Protection from evil,
10' radius
Animate dead monsters
Commune with Imbindarla
Dispel evil
Slay living

Wizard

Protection from evil
Protection from evil,
10' radius
Animate dead
Contact other plane
Dismissal
Dolor
Sending
Ensnarement
Invisible stalker
Spiritwrack
Banishment
Torment

"This spell cannot function, since that deity is currently in an inactive void state for want of worshippers.

Since Imbindarla is a demigoddess, she cannot grant spells over 5th level to her priests. All of these spells are designed to be used in specially prepared ritual rooms. Using them outside this room does not prevent the spells from working, but it does prevent the user from being able to control the effects. A *dispel evil* spell cast outside a ritual chamber simply fails, as does any other spell that cannot otherwise go awry.

Anyone may open the book and thumb through it without penalty. If someone attempts to use a spell, however, there will be trouble. Any good-aligned spellcaster using this evil work suffers 3d6 points of damage and loses 1d6(×1,000) XP immediately, with no saving throw allowed. In addition, a guardian creature is summoned (see below for descriptions of guardian creatures). Likewise, if a PC who cannot normally use spells tries to utter any of the incantations, the spell fails and the attempt immediately summons a guardian creature.

Only neutral and evil priests and wizards (not their subclasses) may use this work without harm, and the DM should monitor neutral PCs closely. Even evil PCs cannot cast spells that would normally be beyond their levels to cast—any attempt to do so summons a guardian creature. Evil spellcasters may use each spell they understand and are of a high enough level to cast, once per week,

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reading the spell out of the book as if it were a scroll. The spell does not vanish when the book is used in this way. Spells may not be copied out of this work; if a spell is copied, both the copy and the original spell fade away.

The *Serpin Lexicon* has many extradimensional spaces built into its pages, most of these holding guardian creatures. Whenever the book is improperly used, one of the creatures appears in 1d4 rounds to attack the reader. Possible guardian creatures include imp (1), quasit (1), dretch (1), manes (2-5), larva (2-8), lemures (1-3), and rutterkin (1). (See the *PLANESCAPE™ MONSTROUS COMPENDIUM* Appendix). A guardian creature attacks the reader first, fighting until either that person or the guardian is dead, then it attacks the reader's compatriots. Guardians attack until destroyed. The DM can add more creatures if the PCs decide to keep the book, making the guardians minor in power but potent enough to make the PCs think twice about using the book frivolously.

The book provides an extradimensional space, much like a coffin, where the head priest's remains go if it is destroyed in combat. In this limbo the creature forms a new body to emerge from the book in 24 hours. The emerging creature looks like a heavy mist issuing from the book's pages. The mist forms into the head priest in one round, at the stage of development it had when destroyed. For example, if it was at the skeletal stage of development, the creature that emanates from the book is a skeleton.

The book also serves as a focal point for the magic that allows the head priest to transform in the first place. If the book is destroyed before the PCs battle the head priest, it remains a skeleton permanently. It does not come back if it is destroyed and does not turn into a vampire if it drains blood. By the same token, if the head priest is killed and escapes into its extradimensional coffin, destruction of the book within the next 24 hours also permanently destroys the creature.

The book may be destroyed by any method that destroys a normal book. Use the Saving Throw Table for magical and nonmagical items in the DMG for the book's saving throws; treat the *Serpin Lexicon* as a book with a +3 on all saving throws.

The *Serpin Lexicon* is a powerful item and has severe limitations because its frequent use could easily upset any campaign. It is an evil item and should be destroyed, though this is not mandatory. It is worth 1,500 XP and 15,000 gp to evil PCs or NPCs, and an equal amount of experience

to any good or neutral PC who destroys it. The relatively low value for PCs who can use the book reflects the fact that the user must have a special room to properly use the spells, so the book is not as versatile as most magical volumes. Setting up such a room is expensive (10,000-40,000 gp) and time consuming (6-9 months, during which time no adventuring is possible while the user oversees construction). Directions for setting up special rooms are given in the *Serpin Lexicon* itself.

Senshock's

XP Value: 10,800

GP Value: 108,000

The Temple of Elemental Evil

Senshock's spellbook contains the following spells: *charm person, detect magic, featherfall, magic missile, read magic, shield, unseen servant, write, detect invisibility, invisibility, knock, magic mouth, web, wizard lock, dispel magic, fireball, fly, haste, lightning bolt, tongues, charm monster, dimension door, fire trap, polymorph self, conjure elemental, teleport, and wall of stone.*

Serinda's

XP Value: 7,200

GP Value: 72,000

Dragons of Faith

Serinda's Spellbook contains the following spells: *dancing lights, detect invisibility, detect magic, dispel magic, enlarge, haste, invisibility, item, levitate, light, lightning bolt, magic missile, Melf's acid arrow, message, read magic, sleep, unseen servant, and vocalize.*

Seven Skies of The Universe

XP Value: 2,400

GP Value: 24,000

DRAGON Magazine 82

Written by Casimir, this spellbook contains *gust of wind, whispering wind, rainbow pattern, precipitation, cloudburst, and wind wall.*

Shadowtome

XP Value: 3,200

GP Value: 32,000

The Magister

This octagonal volume of two wooden board covers, over which are stretched sections of black-and-silver crocodile skin, encloses nine sheets of beaten electrum each bearing, stamped and etched, a single spell. The book is fastened with a clasp opposite the electrum hinges—a black left human hand that swivels at its wrist to grasp a black bestial hooked tail. The book bears no title.

The book was compiled by the wizard known

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only as Shadowhands, lieutenant to Nelazra, the Old Mother (though she was never called that to her face twice), Guildmaster of the Nighteyes, the guilded thieves of Calimport. Shadowhands, whose real name has never been known, is believed to have been Nelazra's lover and confidant, and is believed to have been slain in a battle with The Brothers Six, a group of wizards who sought to control much merchant trade in Calimshan, and saw elimination of the Nighteyes as necessary to the success of their ventures. The Brothers Six had been reduced to just two in number by the time they finally slew Nelazra and broke the power of the Nighteyes in Calimport—and they were in turn slain by Khelben "Blackstaff" Arunsun when they attempted to control trade entering and leaving the harbors of Baldur's Gate and Waterdeep.

The *Shadowtome* was found in a concealed room in the back wall of the temple of Mystra in Calimport by the wizard Azkhazan, who was slain by hobgoblins when adventuring in the mountains north of Iriaebor, and the tome traded by them to the evil wizard Maerglor of Elturel, in return for weapons, food, and fine armor. Maerglor sold it to Elminster, who after copying what of its contents he needed, sold it to Evinther the Blue of Neverwinter, who was blasted to nothingness two winters later by an unknown magical assailant who presumably has the book now, unless meeting with subsequent misfortune.

The *Shadowtome's* pages bear the following spells: *dispel magic*, *missile mastery* (a unique spell, detailed below), *night scar* (a unique spell, detailed below), *polymorph other*, *animate dead*, *cloudkill*, *ironguard* (a unique spell, detailed below), *death spell*.

Missile Mastery

(Alteration)

Level: 3

Components: V, S

Range: 10 feet per level

Casting Time: 3

Duration: 3 rounds

Saving Throws: Special

Area of Effect: One missile

Definition: This spell allows its caster to change the flight of a single missile (per round) in midair, hurling it back at its sender or at any other creature. Such a missile strikes as though wielded by the caster as a proficient weapon at +4 on attack rolls, and does its normal damage. They

may in turn be readily deflected by magical means (such as *shield* or *gust of wind*).

Magical missiles only gain a saving throw vs. spell (that of their caster or sender), aided by any pluses they have. A single *magic missile* can be deflected; multiple attacks from a *magic missile* spell hit normally. Further spellcasting is impossible while a wizard is using mastery; it can, however, be ended instantly by the cessation of the wizard's concentration. Concentration is not broken by physical attacks on the wizard, who can freely engage in physical combat without wasting the second and third rounds of the spell.

The only benefit this spell gains a wizard trapped in a *blade barrier* is a +1 to the initial saving throw representing the wizard's chance to escape the forming blades. The mastery must have already been in effect, however; if the time is taken to cast it, the *blade barrier* will have fully formed—no saving throw is then allowable, and there are far too many blades moving about for mastery to be of any use against them.

Night Scar

(Illusion/Phantasm)

Level: 3

Components: S

Range: 30 feet

Casting Time: 3

Duration: 10 turns per level

Saving Throw: Negates

Area of Effect: One creature or object

Definition: This magic is brought about by will and gesture only; it creates an invisible, unique mark (the *night scar*) on a creature or object. The target is entitled to a saving throw vs. spell to avoid the mark, but unless the target is a creature who both observes and recognizes the gestures of casting, the target will be unaware that any spell has been attempted. This mark is visible only to the caster and those creatures who touch the caster during the casting of the scar (up to seven M-sized creatures could conceivably do so). The scar is not revealed by *true seeing* or the like because it is not really there, nor can another creature be enabled to see it by having the caster (or another who can see it) describe it to them. The scar fades at the spell expiration, and can be removed by *dispel magic* or *remove curse*. It does not radiate magic, and cannot be thus detected. The scar shows through clothing and disguises, and to those who can see it, appears to glow slightly—thus, a marked person

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can be readily distinguished in a crowd if one is within visual range. This spell is primarily used to trace thieves or murderers who escape from the scene of a crime but live or remain in the area (so that they can be apprehended later).

Backlash

(Enchantment/Charm)

Level: 4

Components: V, S

Range: Touch

Casting Time: 4

Duration: Special

Saving Throw: Negates

Area of Effect: One creature

Definition: By means of this spell, a wizard can affect another spellcaster. (This spell will not work on creatures who have spell-like natural powers.) The magic is lost and wasted if cast on a nonspellcaster. The *backlash* leaves only a faint magical trace, and can only be removed by a *remove curse* or stronger spell, but not by *dispel magic*; it does not take effect until the victim employs an offensive spell that fails (regardless of distance or time removed from the placing of the *backlash*). A *backlash* will occur when a victim's target is unaffected by making its saving throw, when the victim has spellcasting interrupted or ruined, or when an offensive spell is incorrectly used on a target that is immune to it. The *backlash* causes the spell to work (even if the casting was botched) with full effects upon the caster of the offensive spell, who is allowed no saving throws or immunities in this case.

The *backlash* only works once, although any number of *backlash* spells may be placed on a single spellcaster; only one will take effect at a time.

Ironguard

(Abjuration/Alteration)

Level: 5

Components: V, S, M

Range: 0

Casting Time: 5

Duration: 1 round per level

Saving Throw: None

Area of Effect: 10-foot sphere

Definition: By means of this spell, the caster confers immunity from any normal metallic weapons upon him or herself or any other creature the caster touches during the casting. Such weapons pass through the protected person as though he or she were a phantasm, and not solid flesh. Such contact

does no harm whatsoever, and the protected person can pass through iron bars, gates, and other metallic objects. The protected person cannot grasp or pick up metallic objects, either, and thus cannot open most locks, carry metal chests, or even put on or take off a metal helm, or wield most weapons. Note that the protected person still suffers damage from heat (hot metal) and flame (flaming blades), poison on metal spikes, and so on.

Magical weapons do damage according to their pluses (a *long sword* +2 will do a protected being 2 points of damage per strike). Metal bars and gates that carry any sort of dweomer cannot be passed through by means of this spell, and spells and magical items that use metal in their attacks (*blade barrier*, for example) but do not have pluses do half damage if they cannot be avoided by the protected being. Such protected beings can clearly see (and smell, if hot or smeared with poison or tar) metal objects.

The material components for this spell are a handful of iron filings and a drop of aqua regia.

Shandaril's Workbook

XP Value: 10,000

GP Value: 100,000

The Magister

This crescent-shaped tome, 5 handwidths in height by 3 handwidths across, has two glossy, polished black covers of ebony. The covers are hinged with copper at the center of their curve and enclose 26 pages of thin, burnished copper sheets.

Shandaril is a wizard of great power, now coldly evil and selfish. She uses this workbook as a means of ensnaring other wizards, so that she may lessen potential competition by slaying them, after first strengthening herself by learning what she can of their unique magic.

Born in Telflamm, Shandaril was brought to Sembia by her merchant parents when young, and is known to have studied under the wizards Halakoun (good) and later Mairgaer (neutral) in Selgaunt. She was of great beauty from childhood, and soon learned to manipulate men masterfully. While still a girl, she became apprentice to the adventurer-wizard Thalaver, of The Company in Crimson, and accompanied the band on a perilous adventure into the ruins of The Stonelands. There she slew Thalaver and all his companions at some point, and acquired their magic, in particular Thalaver's *staff of power* and spellbooks. Returning to Suzail to ransack Thalaver's Tower, she was confronted by Vangerdahast and other wizards of note in the city

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who demanded to know of the whereabouts of the Company. She barely escaped alive, by means of a teleportation device. Before doing so, she triumphantly admitted her deeds; there is still a royal warrant for her arrest outstanding in Cormyr.



Shandaril's present lair is unknown, but she is thought to dwell somewhere to the south, and is known to have grown greatly in power. She has released her workbook into circulation amongst wizards as a trap, to gain her yet more magic. Few know or even suspect its true nature.

The first page of the crescentiform tome bears Shandaril's sigil, thus:



magic (note that the rune itself is not a "trap") looks like this:



The pages after that bear the following spells, one to a page (all are in standard form, unless otherwise noted): *burning hands*, *dancing lights*, *detect magic*, *hold portal*, *shocking grasp*, *sleep* (this spell has been incorrectly written; the sleep it causes lasts only one round, and its

It also bears the invisible activation rune of a tracer Shandaril has cast upon the tome, which if revealed by *detect*

range fluctuates from casting to casting, from 10 feet to 30 feet at random), *spider climb*, *audible glamer*, *circle dance* (a unique spell, detailed hereafter), *detect evil* (this spell has also been botched; all creatures receive a saving throw against it; if made, they do not detect as evil if truly evil, and if good or neutral, they may falsely detect as evil), *fools gold*, *rope trick*, *shatter*, *skyhook* (a unique spell, detailed hereafter), *dispel magic*, *gust of wind*, *Leomund's tiny hut*, *suggestion*, *tongues*, *confusion*, *dimension door*, *firebrand* (a unique spell, detailed hereafter), *fumble*, *polymorph self*, and *wall of ice*.

Circle Dance

(Divination, Reversible)

Level: 2

Components: V, S, M

Range: 0

Casting Time: 2 rounds

Duration: 1 round

Saving Throw: None

Area of Effect: The caster

Definition: This spell enables the caster to learn something of another creature. A gem or gems of not less than 1,000 gp total value are powdered prior to spellcasting. The caster sprinkles this powder in a circle of at least 10 feet in diameter on any solid surface (even if temporary), and dances an intricate, weaving pattern within it while concentrating on the target creature and singing a repetitive rhyme ("Reveal to me/For I would see") which names the individual creature concentrated upon.

This naming need not be accurate; it is only a focussing aid to the caster, and nicknames and descriptions can be used. If successful, at the end of the dance the caster receives mental images and impressions of the target creature's general direction from the caster—if on another plane, that is clear, but which plane, and any details of the current surroundings and state of the target, remains entirely a mystery.

If the target creature is on the same plane as the caster, a confused impression of how distant the target is, and something of the target's current surroundings and mental (dead, asleep, unconscious, spellcasting, alert, happy, or sad) and physical state may be apparent. The base chance of success of 4% per level of caster, plus: +25% if the target is fairly well known to the caster, +40% if the target is intimately known to the caster, +10% if the target is

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upset or excited, +15% if the target is currently using magic items or is spellcasting, +5% if the target is close to the caster (that is, within a radius of one mile per level of the caster).

DMs must determine how much a *circle dance* reveals by the percentile total of the caster; 100% should give a clear mental picture of the target's surroundings and precise distance and direction of such whereabouts. Note that this is not an *ESP* spell, nor does it allow hearing or spellcasting at a target (it is not seeing the target for the purposes of casting a *magic missile*, but may well aid in *teleportation*).

The reverse of the spell, *circle charm*, involves the same material components, but a reversed dance, and has the effect of hiding the caster (only) and objects on his or her person from all *locate object*, *ESP*, *know alignment*, and other spells that locate and divine the thoughts of other creatures, including *circle dance*. *Wizard eye*, *sending*, and the like are not affected by a *circle dance*, nor does it provide a mental barrier or protective aid.

Skyhook

(Evocation)

Level: 2

Components: V, S, M

Range: 60 feet

Casting Time: 2

Duration: 3 turns + 1 turn per level

Saving Throw: None

Area of Effect: Special

Definition: With this spell, the wizard creates a solid hook of force, invisible to all but the caster, at a desired location. The hook need not be attached to anything, and indeed is usually created in midair over a pit or chasm, but remains absolutely immobile. Creatures can hang onto it, ropes can be tied to or hooked over it, and so on. It supports weights up to 650,000 gold pieces.

If the weight limit is exceeded, the *skyhook* instantly vanishes. Otherwise, it lasts until the spell expires, fading out of the caster's view as a warning in the final two rounds of its existence. It is too small to stand on (to climb further, or cast spells or fire missile weapons from), but its hook is large enough to permit thick cables and many grasping hands to find purchase. A *skyhook*, once created, can never move. Ropes secured to it appear to creatures other than the caster to be tied to nothing. The *skyhook* is solid enough to harm creatures flying into it or striking it, cannot itself be physically harmed, and, aside from *limited wish* and more

powerful magic of the same sort, can only be affected by a *disintegrate* spell which usually destroys a *skyhook* instantly (the *skyhook* saves as if it were its own caster). A *dispel magic* can only so affect it if the *skyhook* fails a saving throw equal to its caster's save vs. spell with a +4 bonus.

The caster of a *skyhook* can will it out of existence instantly, but need not concentrate upon it to maintain its existence. The material component of this spell is a miniature metal fishhook.

Firebrand

(Evocation, Reversible)

Level: 4

Components: V, S, M

Range: Touch

Casting Time: 4

Duration: 2 rounds plus 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: By means of this spell, which involves a pinch of sulphur and a spark of normal flame, the caster creates everburning flame that blazes until the spell duration expires without consuming the object or location upon which it is cast. Instead, the conflagration sucks air into itself and somehow feeds upon the ether and the spell energy for its burning.

The spell must be cast on an object or particular physical spot, and cannot be subsequently transferred to another. It can be ended at any time by deliberate will of the caster, but does not require continued concentration on the caster's part for its existence. The maximum spread of flames created by means of a *firebrand* is a volume the size of the caster's fist, times the caster's level. This spell is usually used to make a sword into a flaming-blade weapon. The spell renders it magical for attack purposes, and adds normal fiery damage and chances of causing further combustion, but does not make any weapon a *flametongue* or give it any magical pluses. It can also be used to create a torch (cast upon a stick or pole) that remains alight underwater and despite *gusts of wind* and the like.

The spell can also give a caster or fellow creature touched by the caster a nonpainful, noninjurious flaming hand or limb, equal in effect to a normal torch or lamp, able to readily burn hair, paper, cobwebs, cloth, and other flammables, and able to deal to others not protected by the spell 1d6+1 points of damage per contact (1d4+1 for a blow, 1d4+3 for a firm grip upon an unarmored area). Note that although this latter application of the spell can be

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visually impressive, care must be taken or damage results due to the flamehand thus created touching its owner's own hair, clothing, or flammable oil (which, if ignited, will burn any part of the creature it touches, including the flaming areas). Note that more than one hand or foot can be so affected by a single spell, if the caster is of high enough level (a surface area of 6 square inches per level is affected by such a spell) and these are placed together (clasped hands) when the spell is cast upon them. Nonliving matter used as a spell focus and then separated into smaller pieces (a flaming stick broken, or a flaming blade shattered) does not become many smaller fires; only one fragment retains the magical effect, and the others do not. Note also that the bearer of such everlasting flame is in no way immune to the effects (heat, flame, smoke) of other fires.

The reverse, *quenchtouch*, requires a drop of water as an additional material component, and is cast upon a limb or object in identical manner to firebrand, having identical duration and area of effect properties. The effect created is painless, shimmering black flames that give off no heat nor cold, and do no damage. Whenever they come into contact with flame of any sort, however, that flame is instantly and utterly quenched. Any heat in excess of its surroundings is drained as well. Normal fires may be extinguished in this way, as can *minute meteors* and *delayed blast fireballs* ere they go off, by someone adroit enough to touch or grasp them. Permanent or longlasting magical (*flametongue swords*, *fire traps*, *walls of fire*) or natural (red dragon breath, fiend flames) sources of fire are instantly quenched and prevented from reigniting or being set off for 1d4 rounds, determined randomly for each instance. Fires of great extent are quenched in a 40-foot, radial globe per touch of black antifleme and real flame. Fiery explosions within 40 feet of *quenchtouch* darkflames neutralize and destroy the darkflames, but they dwindle into nothingness in a scattering of sparks, doing 1d4 points of damage only to any creatures who are within 40 feet of the darkflames (saves vs. the explosions—*fireball* still limits such injury to half damage if successfully made).

Shandaril's Tracer

(Divination)

Level: 5

Components: V, S, M

Range: 0

Casting Time: 1 round

Duration: Permanent

Saving Throw: None

Area of Effect: 1 object of up to 1 foot cubic volume

Definition: By means of this spell, a wizard places a normally-invisible rune on a single, nonliving, solid object (typically a chest, book, wand, or gem). Unless dispelled, or destroyed when the object it guards is destroyed (both occurrences its caster is immediately aware of), it is permanent. Whenever the protected object is concentrated upon, the spell provides the caster with an awareness of the direction and distance between caster and object—even if on another plane—and whether the object is being handled or used by another creature or creatures.

Creatures coming into contact with the object are only hazily revealed to the caster of the tracer, who can learn of each its alignment, race, and presence or absence or magical ability—but not a creature's name, description, or level.

This precise fix on the location of the object provides the caster with a focus for teleportation or sending other creatures to the traced object. Various magical means can reveal the presence of a *tracer*, but the caster of the *tracer* is always aware of their being used, and can act accordingly to prevent him- or herself from being traced in turn, if desired.

Shandaril always promptly sends two invisible stalkers off after anyone with magic ability who handles the tome with instructions to disable, disarm, strip and render unconscious without slaying or mentally damaging any such being, and then bring tome, being's belongings, and being to her. She then sends the tome elsewhere by means of magic or servant creatures to where another may find it, and sets to work to wrest what magical knowledge she can out of the unfortunate being ere slaying it.

If the two stalkers are defeated, Shandaril sends more powerful creatures. She takes great interest in who has her workbook, but she also takes care to conceal herself from magical tracing, and does not herself come after the book and risk an ambush or facing a much-superior foe on its own home ground. Shandaril is thought to be a 19th-level CE archmage, and the possessor of many magical items. She is known to wear two magical rings and bear a wand and a staff at all times.

of Shangalar the Black

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 164

This volume of beaten electrum pages is stamped and etched with the runes of the spells set down

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within. The four pages are secured by small rings to covers of polished silver (that have tarnished to a smoky black appearance). The name of Shangalar is written in Thorass on the lower right of the front cover, and is the only lettering or adornment that the cover bears. The book is surprisingly heavy, but it is less than a finger thick, and its cover is 3 hand-widths across by 7 hand-widths in height.

Shangalar was a wizard of Calimshan some 700 winters ago. Reclusive and secretive from the first, he gained experience and much treasure by exploring and pillaging ruins of the lost kingdoms of men, elves, and dwarves, making extensive use of animated undead servitors, summoned monsters, and charmed hirelings.

Deeply paranoid, Shangalar believed that every creature in the Realms was out to get him, and so he trusted no one and laid many elaborate plans, backup strategies, and double-crosses to protect himself from betrayal. These undoubtedly saved his life on the several occasions when he did encounter deceit and treachery, but they won him no friends and caused many blameless individuals to be slain or ruined along the way—Shangalar cared not.

He rapidly grew in power and built himself a hidden keep somewhere in the northeast of Calimshan, killing any who learned of its location or even its appearance. It remains hidden to this day, perhaps as the lair of a lich. All that is known to men is the suspicion (perhaps false) that it is an aerial dwelling, concealed amid mountain peaks.

Shangalar is known to have specialized in the dark arts and was once robbed by the master thief, Athchos the Black, while exploring a ruined desert city. Athchos emerged from Anauroch with the book that bears Shangalar's name, obviously a volume compiled by Shangalar in his early researches.

Athchos recited the book in Iriaebor to a cabal of evil wizards led by Orlstar Meir for copying; it is from their various records that Elminster knows the book's contents. Athchos then tried to lease the book to a wizard in Elturel but was slain by a swarm of hundreds of crawling claws. The book vanished in the attack, and it is widely believed that Shangalar was responsible, for he thereafter styled himself Shangalar "the Black" (thought to be a proud reference to his slaying of the notorious thief). Perhaps Shangalar did not regain the book—or perhaps he allowed it to pass into the hands of others for coin or for his own fell reasons—because the book turned

up again in Neverwinter, where it was unmistakably described by Ourgos, a minor sage. The book was promptly stolen by evil wizards of Luskan or agents working for them, but it is believed to have since vanished again (and is being sought by those of Luskan who desire to retrieve it).

The tome's four pages each contain a single spell dealing with the dead, undead, or necromancy. The book itself bears no alignment nor known traps (although Athchos spoke, perhaps falsely, of a poisoned clasp, to deter theft by those to whom he lent it), and the spells it contains seem more protective than actively evil in nature. These spells are *bone javelin* (a unique spell), *Negative Plane protection* (a wizard's equivalent of the widely known priest spell), *repel undead* (a unique spell), and *bone blade* (a unique spell). All are described below.

Bone Javelin

(Alteration/Evocation)

Level: 7

Components: V, S, M

Range: 10 feet per level

Casting Time: 7

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: This magic requires a drop of the caster's blood, a tiny carved replica of a javelin fashioned of any organic material, and a bone or bone fragment. A *javelin of bone* springs into being in the air above one of the caster's hands (caster's choice) and flashes (at a speed of 300 feet per round) in the direction pointed by the caster. The javelin turns after striking a living creature or obstacle, or when it reaches its maximum range, then returns at the same speed to the caster. It then floats above the caster's hand until directed forth again. Spellcasting or other activities may be undertaken without unintentionally sending forth or dissipating the javelin.

A *bone javelin* strikes only once per round. A successful attack roll is required (all creatures in the javelin's path are imperiled if the javelin misses the target chosen by the caster). A *bone javelin* is AC -4, shatters if dealt at least 7 points of damage, and does 1 point of damage per level of the caster to the creatures it strikes. It can damage ethereal, undead, other-planar, and creatures of the Prime Material Plane alike. A *bone javelin* can twist and turn as necessary to overcome barriers and return to its caster.

Negative Plane Protection

(Abjuration/Necromancy)

Level: 7

Components: V, S, M

Range: Touch

Casting Time: 1

Duration: 1 turn per level

Saving Throw: None

Area of Effect: 1 creature

Definition: By means of three drops of the caster's blood (plus one drop from the creature to be protected by the spell, if it is not the caster), this spell protects against *energy drain* spells and undead powers. The caster or any eligible creature touched by the caster is partially protected against one undead attack per level of the caster (this differs from the priest spell of the same name).

Undead that exist partially on the Negative Material Plane (such as shadows, wights, wraiths, spectres, and vampires) do physical damage by any attack, but if the protected individual saves vs. death magic, no drain of experience or strength results. Instead, the attacking undead suffers 2d6 points damage (attackers using energy drain spells are not so harmed). Unlike the priest spell, failure to save vs. death magic does not cause the protected being double physical damage.

Repel Undead

(Abjuration/ Necromancy)

Level: 7

Components: V, S, M

Range: Touch

Casting Time: 4

Duration: 1 round per level

Saving Throw: Special

Area of Effect: Special

Definition: This spell enables a caster to force away undead. Repelled undead move away at their top rate of movement to the limit of the spell's range and cannot move closer. If solid barriers prevent them from fleeing out of spell range, the undead are held against the barrier until the spell expires or the caster moves away. The spell effect remains centered on and moves with the caster.

Undead that are able to launch missile or spell attacks are free to do so, but even by magical means they cannot approach creatures who are within this spell's range, regardless of further spellcasting, slumber, or unconsciousness on the part of the caster, and regardless of attacks made against the undead.

Undead who successfully save vs. spell at -3



may enter or remain in spell range (and attack other creatures or otherwise take normal actions) for one round, but they must save each and every round. On any round in which the save fails, the spell forces the undead to move directly away from the caster at full movement rate. In places dedicated to evil, evil undead may save at -2, -1, or normally, at the DM's discretion. The material component of this spell is a magnet in bar form, with a drop of the caster's blood placed on one end and a fragment of bone or tissue from any undead wired or tied to the other end.

Bone Blade

(Alteration/Evocation/ Necromancy)

Level: 8

Components: V, S, M

Range: 0

Casting Time: 8

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: From a normal bladed weapon and a bone from any source (both consumed in the casting), this spell creates a temporary, but very effective, weapon. A *bone blade* so created can be wielded by any being normally able to wield edged weapons. It is identical in size, weight, and damage to the blade weapon that served as a

material component of the spell.

The *bone blade* does normal damage with the following exceptions—it is unbreakable until it crumbles into dust at the spell's expiration, it counts as a +0 magical weapon for attack purposes, and it deals damage against undead as a *sword of wounding*. Any wounds it causes cannot be healed by regeneration or magical means short of a *limited wish* spell. Normal rest and time cure the wounds caused by a *bone blade*. Until such wounds are bandaged or one turn passes, the victim loses 1 additional point per round, per wound, over and above the initial damage (a being hit for 4 points of damage suffers 1 additional point on the following round, the round after that, and so on).

Against undead, a *bone blade* does double normal damage. If the undead fails to save vs. death magic (it must save only at the first contact with a particular bone blade, not at each strike), it is instantly blasted out of existence.

Sibylline Book

XP Value: —

GP Value: —

DUNGEONS & DRAGONS Master Set

These were written prophecies, carefully preserved in ancient Rome and occasionally consulted on matters of great import. There were nine scrolls at first, offered for sale to Rome by the seeress Almathaea; the Romans refused her price. She held her price and burned three of the books, but again was turned down. She sold the remaining three at the asking price. They were preserved in a stone chest, with two custodians (later increased to 10 and then 15). Finally placed in gilt cases at the base of the statue of Apollo on Palatine Hill, they were burned in Nero's Great Fire.

of the Sighted

XP Value: 600

GP Value: 400

DRAGON Magazine 82

A good character who studies this book will lose the use of his eyes at the end of one week of study. A *cure blindness* spell will get rid of the affliction for 1d4 days; a *remove curse* spell brings back the character's sight permanently.

of the Silver Talon

XP Value: 13,600

GP Value: 136,000

DRAGON Magazine 62

This book is of papyrus, with 26 leaves sewn into a leather binding. The leather has been dyed black with some thick, durable dye that remains supple

and covers the hide deeply, preserving the tome somewhat. Into the front cover of this is inset a silver claw or talon (held by means of its nails, which pass through the hide and have been folded under shrewdly with a hammer so as to close the grip), from which the book has gained its name. The edges of the leaves have been painted red, rather unevenly, mottling the border of each page.

The book is believed to have been the workbook of the famous and much-feared Archmage Asmiak, the "One Without Fear," when he was but an apprentice to the wizard Thurl. The strongest proof of this conjecture lies in the talon device set in the cover (the book is untitled and unsigned), which Asmiak used at the time. This does not mean the book was necessarily his, but a study of Asmiak's deeds reveals his recurring attempts to obtain the book (or reacquire it, assuming he once possessed it). This indicates he knows the book exists, but its contents would be so superfluous to him now, at the height of his power, that his attempts seem to be evidence of an emotional attachment to the tome. Asmiak's attempts to possess the book have never been carried out personally, always by agents. At least eight former owners of the book, all of them wizards of low level, have met death at the hands of Asmiak's servants, and other owners of relatively higher levels have narrowly escaped the same fate. Their reports indicate that Asmiak employs a varied complement of servants, many of them not human. One survivor by the name of Casimur, a former magic-user who now runs the Whistling Wizard Inn, relates that he was slain by three gargoyles, who fled with nothing but that one book from among those in his library, and that he found this out when he was subsequently raised by the priest Steeleye.

The adventurer Steeleye confirms this incident, and adds that the gargoyles were slain with a shower of silver arrows by the elves of the High Forest as the creatures swooped low over the treetops, looking for a place to rest. The gargoyles were flying east at the time, and Asmiak is rumored to live in that direction, far across deserts and mountains. The book fell into the forest, but was not recovered by the elves, and somehow found its way to a bazaar some winters later where it was purchased by the astonished magician Phandal. He in turn exchanged it for other spells with the thaumaturgist Alphon, who fled with the book into a forest to escape repeated goblin raids against his property. It is not known how Alphon fared after that, but the druid Rairun "Blackbrow" was the next person known to

have possessed the book. He tried to send it overland to a colleague, but the caravan taking it to the wizard vanished in the moorlands.

Although no trace of the caravan itself was ever found, an adventurer named Shoon later came across the book in the dungeons of a deserted castle and brought it to the city of Waterdeep. There he sold it to the merchant Deragus, who never had a chance to sell it, since his shop was robbed later the same night. The master thief Dunas is known to have had the book one winter later, and he traded it to an unknown wizard for three magical weapons. The book's whereabouts at present are unknown. Dunas has been heard to say he's glad to be rid of the *Book of The Silver Talon*, and any who find it would do well to conceal it, or risk attack from the servants of Asmiak.

The first 22 leaves of the book contain spells, all written in magical inks upon the papyrus, in a slanted, beautiful hand, including the necessary runes, *glyphs*, *symbols*, and notes on necessary conditions and components. The spells, in order of their appearance in the book, are: *read magic*, *burning hands*, *comprehend languages*, *detect magic*, *erase*, *write*, *identify*, *message*, *shocking grasp*, *shield*, *darkness*, *15' radius*, *detect invisibility*, *knock*, *ray of enfeeblement*, *web*, *wizard lock*, *blink*, *dispel magic*, *gust of wind*, *infravision*, *phantasmal force*, and *protection from normal missiles*.

Peculiar to the work are slight variations in the spells that appear to be Asmiak's own. The magician Phandal, who copied from the work spells he needed and noted the changes in those he already knew, notes that the *burning hands* spell developed by Asmiak (or taught to him by the wizard Thurl) took longer to cast (initiative modifier of 4) because of its longer verbal component, and took the form of a thin beam of flame like a rod or staff extending from the caster's forefinger. The beam can be varied in length from 2 feet to 8 feet by force of will, but is stopped (and deflected—possible hazard to the caster) by stone, thick wood, earth, and the like. Casimur, who retains this spell in his books, notes that it can be fanned back and forth rapidly by merely waving one's finger, and is therefore far more than a parlor trick for cutting ropes or lighting candles.

Page 23 of the book, which was beyond Casimur's mastery when he possessed it, contains notes on how to strengthen the spell's flame into a more potent weapon. This improved version is of the 2nd level of spells, and the theurgist Alphon is thought to have employed it when battling trolls on the Evermoors. Casters suffer an initiative modifier of 6 to cast, lasts for two rounds, and consists of a cone of flame extending 20 feet from the forefinger, 6 feet in diameter at its furthest extent. The intonation of the verbal component dictates how hot the flames will be; they



may be so hot as to create a breeze and cause target creatures to fall back from the heat. The flame does +1 damage (caster's level +1, expressed in hit points) in the first round after being cast, and damage equal to $\frac{1}{2}$ the caster's level (rounded up) in the second round. Thus, a 7th-level caster does 8 points of damage to those struck in the first round, and 4 points to each victim in the second round. Phandal dubbed this spell the *flame ray*.

Other spell variations are minor. Asmiak's *darkness*, 15' radius uses a tiny vial of ink smashed on the ground to serve as the center of the spell effect, as well as bat fur. Thus, the spell cannot be moved once cast, and the ink seems less effective than pitch or coal, because the spell lasts only eight rounds, plus one round per level of the caster. Asmiak specifies giant octopus ink, but Casimur has subsequently experimented with giant squid sepia, and reports that it also produces darkness, although of but six rounds (plus one round per level of the caster) in duration.

Asmiak's version of the *ray of enfeeblement* has a different verbal component than the accepted norm (casting time of 3). It has a fixed range of 60 feet, and a fixed duration of eight rounds.

Similarly, Asmiak's *blink* spell has a fixed duration of four rounds, caused by the differences in both verbal and somatic components (the level and casting time remain the same).

Asmiak's *gust of wind* spell is an improved version. It emanates from a self-chosen extremity of the caster, and is thus directional, and the caster can rapidly change the direction. Its somatic component differs from the norm, and its material component is a sycamore seed cluster or milkweed pod (or similar seed or pod, of the type with hairlike fibers that enables it to be borne aloft on a breeze).

The last three pages of the book are careful notes on the preparation of magical inks for all the 1st-level spells in the book. Users of the Art will notice that these are not the only known ink formulas for these spells. Note that the formula for *burning hands* will probably not work for writing the spell in its usual form. Asmiak's notes follow: The following instructions in each case will make ink sufficient to write a single spell. In such writing a quill from a magical beast must be used. (Asmiak does not define "magical beast.")

Read Magic

- 1 ounce giant squid sepia
- 1 large blue sapphire, powdered

- 1 medium carbuncle, powdered (or substitute: 1 large rock crystal and 1 eagle's eye. Alternatively: blue quartz equal in size to a man's fist and 2 eyes from a black falcon)
- 1 drop of the writer's blood
- 1 pinch of earth
- 1 sprinkle of water

Powder the rocks and gems in a mortar, and to them add the blood, the earth, and the water. Stir with a finger or a stick (or anything, so long as it is not metal) and mix into a paste. Put this into a crucible, and pass it into the tongue of an open flame. If eyes are used, hold these in the flame just above the open crucible and allow them to be consumed, so that any ash or juices produced will fall into the crucible. Allow the crucible to cool in a dark place. Then, under the light of a waxing or full moon, pour the brew into a flask or vial and stir in the sepia with a finger or other nonmetal object.

Burning Hands

- 1 ounce giant octopus ink
- 3 drops of the blood of a red or gold dragon, or 2 ounces fire elemental phlogiston, or 6 salamander scales, or 1 efreeti horn
- 2 ounces green plant matter
- 4 ounces flesh (from a meaty mammal, but not human or humanoid)

Wood, 1 plank or log

Cloth, 1 scrap

Parchment, 1 sheet

A fire must be built in a brazier, stoked until hot, and fed in full sunlight with the wood, cloth, parchment, flesh, plants—all types of flammable or burnable things the spell will be able to affect. To this add the dragon blood or an alternative ingredient. Allow the fire to burn down, then remove one ounce of coals by hand and immerse them in the ink. Stir the mixture to break up the ash, but do not remove the sediment from the ink container—let the undissolved solids settle to the bottom and remain there. Cover and keep from air until cool.

Comprehend Languages

- 1 ounce giant squid sepia
- 1 fresh tongue (from any mammal)
- 1 medium sard (onyx), or powdered sard of equivalent amount
- The brain of a sage (see below)

The sard should be crushed into powder if it is not

already in that form. The brain should be placed in a crucible and boiled, while the preparer sprinkles the powdered sard into the fluid thus produced. The tongue (and any parts of the brain not reduced to liquid) should be put whole into the heart of a fire, perhaps suspended in a metal pot or otherwise contained—the ashes of those ingredients must be kept separate from the ashes of the fire's fuel. When the fire burns down, the ashes should be stirred into the fluid first obtained. Allow this mixture to stand for 13 hours, and then pour it into a flask containing the sepia. Place the flask over a fire and bring the mixture slowly to a boil—do not stir. When the rising vapors darken from red to black, take the flask away from the heat and seal the contents from the air until use. Note: Some users of the book report that the brain of any intelligent creature that uses and comprehends languages may be used with success.

Detect Magic

- 1 ounce giant squid sepia
- 1 small sapphire, powdered
- 1 drop of the writer's blood
- 1 drop of spring water
- 1 object which radiates a dweomer

Oak, ash, and thorn branches sufficient for a small fire

Heat the squid sepia in a fire built of oak, ash, and thorn. Place the object or creature partially or wholly in the sepia, and let it remain there until the fire has burned out and the sepia is cool. While the fire is strong, add first the powdered sapphire, then the drop of water, and then the drop of blood, stirring with a mixthorn branch. Ensure that the branch is then consumed in the fire. Let the fire burn out, remove the cooled mixture, and pour it into a flask, taking care that the object with the dweomer is not admitted into the flask.

Erase

- 1 ounce of giant squid sepia
- 1 ounce acid
- 3 dozen caraway seeds, crushed
- 1 chrysolite
- 1 black pearl

The gems must be placed whole into the acid and allowed to dissolve. This can take up to two days. When the last trace of the gems is gone (there must be no precipitant), the acid should be boiled, and while it is boiling vigorously, the car-

away should be added. It will neutralize the acid and leave the resulting liquid slightly colored, with a small amount of precipitant matter. This must be allowed to cool slowly, and then stirred into the sepia with a rod or bar of cold iron.

Write

- 1 ounce giant octopus ink
- 1 pinch graphite
- 1 drop of the writer's blood
- 1 basilisk eye
- 1 whole plant (including roots), lady's mantle

Chop up the basilisk eye and the plant together, cover in a crucible, and burn to ash over a slow fire of seaborne drift wood or acorns. Add the graphite to the ink, and then the ash. Stir once with a wooden spoon or rod and then add the drop of blood. Cover quickly, shake, and let stand in the moonlight for a night. When employing the spell, the desired writing must be copied with a special ink. Thurl says there are at least four known formulas for this ink; the intent is to create a neutral ink receptive to a dweomer, so as to capture the essence of a spell. The following ingredients will produce ink sufficient to write one spell, and the ingredients may be increased proportionally; add extra owl's eyes, spikenard, and ichor, but the quantities for sand, water, mistletoe, lead, and the gems other than the sapphires, remain the same.

- 1 ounce giant octopus ink
- ½ ounce ichor of slithering tracker
- 1 owl eye
- 3 blue-green sapphires, as large and as fine as possible
- 1 ruby (deep crimson)
- 1 piece of jet
- 1 piece of obsidian
- 1 spikenard (root)
- 1 pinch of sand
- 1 drop of water
- ¼ ounce of lead
- 1 sprig of mistletoe

Boil the spikenard, mistletoe, and owl eye in the ichor over a blazing fire. Pulverize and add the lead and the gems when the mixture is at a full boil, in the following order—sapphires, jet, lead, obsidian, and ruby, sprinkling each over the full surface of the boiling mixture. Take the mixture from the flames, stir in the giant octopus ink, and allow to

cool uncapped in a windy place. Then add the sand and water, and allow the container to stand for a full day and night, making sure it is exposed both to brilliant sunlight and bright moonlight.

Identify

- 1 ounce giant octopus ink
- 1 clump of honey fungus plant
- 1 bunch of fennel
- 1 fist-sized piece of rose quartz
- 1 drop of holy water
- 1 saffron plant
- 1 small, flawless diamond

Bottle the octopus ink in a silver vial, and take it to the woods at night. Live honey fungus is found on rotting bark and is readily identified by its pale green glow. Pluck it from the bark and submerge it straightaway in the vial, adding the drop of holy water immediately afterward. Cap the vial and warm it in a small fire. Meanwhile, crush and slice the fennel and saffron into a bowl of water, and powder the rose quartz. Add the powder to the silver vial, and shake. Then take the vial from the fire, and allow it to cool in a dark place. Place the bowl over the fire and let the water boil away. Powder the diamond and add it to the water during boiling. Add the residue to the silver vial, seal, and place under pure, fast-running spring water for at least six days. Store the ink in the silver vial when not in use.

Message

- 1 ounce giant squid sepia
- 1 human or humanoid ear
- 1 human tongue (from a different body than the ear)
- 1 floral crown from an angelica plant
- 1 turnip
- 3 shoots of fox-tail grass
- 6 hedge mustard leaves
- 1 drop of dew

Harvest a drop of dew from fern leaves beneath the light of a full moon. Place a cauldron of water over a fire, add the dew, and heat to a boil. Dice the organic ingredients separately, and add them to the boiling mixture in the following order—tongue, angelica, hedge mustard, foxtail, turnip, and finally the ear, stirring well with a wooden rod or spoon after each infusion. Allow the mixture to boil gently until the liquid is vaporized. Gently warm the sepia over a small flame. Scrape

the residue from the inside of the cauldron and stir it into the sepia. Keep heating the mixture for one hour, stirring frequently. Allow it to cool slowly and stand undisturbed for one day.

Shocking Grasp

- 1 ounce giant octopus ink
- 1 ounce of ash from a lightning-struck tree
- 4 drops holy water
- 1 sapphire, powdered
- 1 pinch powdered gold

Asafetida

Balm of gilead

Ginseng

Mace (or masterwort)

The herbal ingredients must be burnt to ash in an oak fire. The resulting ash is then added to the ash of the lightning-struck tree in a small metal bowl (copper or gold is best). Add two drops of holy water and stir the mixture into a paste. Then add the powdered gold and sapphire and stir in the other two drops of holy water. When the paste is thoroughly mixed, add it to the ink and heat to a boil, stirring until the paste is dissolved. Allow the mixture to stand out of doors for a day and a night.

Shield

- 1 ounce giant octopus ink
- 1 human thumbnail
- 1 pinch of iron (filings)
- 1 piece of rock crystal
- 1 pebble
- 1 beryl
- 1 star sapphire

Burn the thumbnail to ash. Pulverize the rock crystal and the pebble separately, then do likewise with each of the two gems. Heat the octopus ink over a small fire but do not let it come to a boil. Add, stirring widdershins, the other ingredients in this order—pebble dust, iron filings, rock crystal dust, beryl dust, and the dust of the sapphire. Stir until all of these have been thoroughly mixed and partially dissolved, and then add the thumbnail ash. Allow to cool slowly as the fire dies.

Sir Celedon Kierney's

XP Value: 12,800

GP Value: 128,000

The Mines of Bloodstone

Sir Celedon Kierney, an 8th-level half-elven wizard and 21st-level thief, has a spellbook contain-

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ing the following spells: *audible glamor, bind, cantrip, clairaudience, confusion, dancing lights, darkness, 15' radius, deppockets, dimension door, dispel magic, featherfall, feign death, fire charm, fly, fools gold, friends, grease, item, jump, knock, Leomund's secure shelter, magic missile, magic mirror, mirror image, mount, phantasmal force, polymorph self, read magic, rope trick, spider climb, Tasha's uncontrollable hideous laughter, and wizard eye.*

Sir Olwyn Forestfriend's

XP Value: 4,800 **GP Value:** 48,000

The Mines of Bloodstone

Sir Olwyn Forestfriend, a 17th-level human ranger carries a spellbook containing every spell to which he has access. These include *affect normal fires, darkness, 15' radius, detect magic, featherfall, invisibility, jump, levitate, magic missile, read magic, rope trick, spider climb, and strength.*

Slack's Seamless*

XP Value: +2,000 **GP Value:** +10,000

POLYHEDRON Newszine 82

This is a spellbook with a special ability. When the command word is uttered, the binding seals to create a seamless cover that cannot be opened without damaging the book. A separate command word is used to unseal the book. If the book is forced open, the book and all spells within it are destroyed. *Knock* and *dispel magic* spells are ineffective on this magical item. To date, only traveling spell books with this ability have been created.

Spells Written in Code*

XP Value: +1,000 **GP Value:** +5,000

DRAGON Magazine 82

If the owner of the book breaks the code and is able to use the spell deciphered, it can be added to the spell repertoire immediately. Breaking the code requires a minimum of 1d4 weeks of study, after which the owner must roll her experience level or less on 1d20. Failure to make this roll means that the code was not solved, and no further attempt will have a chance of succeeding until the owner attains the next highest experience level.

Spherogenesis of the Multiverses

XP Value: 2,400 **GP Value:** 24,000

DRAGON Magazine 82

Otiluke penned *Otiluke's resilient sphere, Otiluke's telekinetic sphere, Otiluke's freezing*

sphere, globe of invulnerability, flaming sphere, and prismatic sphere into this spellbook.

Studies on the Fourth Dimension

XP Value: 7,600 **GP Value:** 76,000

DRAGON Magazine 82

Seik compiled the spells *temporal stasis, time stop, know age, know time, hesitate, nap, accelerate healing, choose future, age plant, body clock, modify memory, age object (and reverse), repeat action, time pool, age creature (and reverse), reverse time, skip day, age dragon, and imprisonment* in this spellbook. The author dedicates the book: "*To my lovely bride, Planar Dabria.*" Sarelk believes Planar Dabria refers to a succubus, which, if he's right, would explain Seik's sudden disappearance shortly after this work was completed.

Subconscious Repercussions of Pyromancy

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Penned by Quaal, this valuable spellbook contains *fire trap, wall of fire, firewater, and flaming sphere.*

Sublimated Oneiromancy

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Tasirin, a specialist in manipulating the subconscious through magical methodology, compiled his versions of *sleep, dream, feign death, as well as the unique spell Tasirin's haunted sleep.*

Sulphur: Influence and Actions

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Arbane penned *pyrotechnics, flame arrow, fire charm, and fire shield* into this rare spellbook.

Talel el Hareidhin's

XP Value: 6,400 **GP Value:** 64,000

Master of the Desert Nomads

Talel's spellbook contains the following spells: *cure light wounds, detect evil, purify food and water, remove fear, bless, know alignment, hold person, silence, 15' radius, cure disease, remove curse, striking, create water, cure serious wounds, neutralize poison, commune, and dispel evil.*

Tasso's Arcanabula

XP Value: 6,400

GP Value: 64,000

DRAGON Magazine 181

This volume is a tall, thin tome (2 hand-widths across by 6 high) of black-edged parchment pages bound between thin boards of duskwood, covered with mauve-dyed pseudodragon hide. The tome has 16 pages.

Tasso is an infamous illusionist active in the Inner Sea lands of the Forgotten Realms. The leader of a band of thieves and adventurers, the All-Seeing Eye, Tasso robbed many a royal treasury and temple vault in Chessenta; Mulhorand, and the independent cities of the Vilhon and the Near South. He became the eagerly sought target of many hired bounty hunters and assassins, and he survived many spectacular battles as he escaped one ambush after another. About four winters ago, Tasso vanished, either fleeing to another plane or being slain by a killer who was luckier or more persistent than the rest. An early casualty of raiding bounty-hunters, *Tasso's Arcanabula* (spell workbook) was seized from his cave abode near Star-mantle and presented to the patron of the bounty hunters, the Marcrowne of Turmish. It was soon stolen from the Marcrowne's palace vaults, and its present whereabouts are unknown.

From the accounts of Sleem, Court Wizard to the Marcrowne, we have the following record of the volume's contents, one spell to a page: *audible glamer*, *change self*, *dancing lights*, *phantasmal force*, *Tasso's shriek* (a unique spell), *detect magic*, *invisibility*, *magic mouth*, *misdirection*, *dimension door*, *fear*, *illusionary wall*, *shadow bolt* (a rare spell), *shadow skeleton* (a unique spell), *permanent illusion*, and *chromatic blade* (a rare spell). All unique and rare spells are detailed hereafter.

Tasso's Shriek

(Illusion/Phantasm)

Level: 1

Components: V

Range: 10 feet per level

Casting Time: 1

Duration: 1 round per level

Saving Throw: Special

Area of Effect: Hearing range

Definition: This specialized form of an *audible glamer* spell is released by the caster with only minimal utterance. Thus, casting it is all but silent, untraceable, and requires a minimum of concentration (enabling it to be cast during melee



or when the caster is in pain, constrained, or the like). The magic causes a shrieking, crying, shouting, or other verbal utterance. The spellcaster must emit all of these sounds while memorizing (not casting) the spell, and he cannot subsequently alter them. Once cast, the sounds cannot be ended before the spell expiration. The sounds carried by this magic are limited to those produced by the caster's voice (although mimicry is possible), and are typically used to produce shouted warnings or cries to suggest a fight or attack "offstage," or the presence of unseen intruders, so as to distract opponents of the caster.

Shadow Bolt

(Illusion/Phantasm)

Level: 3

Components: V, S

Range: 10 feet per level

Casting Time: 1 round

Duration: 1-2 rounds

Saving Throw: Special

Area of Effect: 1 creature

Definition: By means of this spell, the caster brings into being a semi-real phantasm of an onrushing missile. The large, gray teardrop-shaped illusory projectile can be made to glow with a *faerie fire* like radiance of any hue the caster desires; it appears behind the caster and rushes at any one creature upon which the caster concentrates. (The caster must be able to see the target as the spell is cast, but need not name or visibly indicate the target.) The projectile will begin as a tiny, silent mote that rapidly grows in size with a frightening, increasing moan of rushing air, so that it appears to have come from a great distance at great speed (a *shadow bolt* actually travels at a movement rate of 26). It can swerve to follow the target (as a *magic missile* does) even if the target *teleports* or otherwise escapes the caster's view. Any other creature struck by the moving bolt en route to its target will suffer its effects instead—and if the target shifts to another plane of existence, the bolt will return to strike at its caster. A *shadow bolt* can otherwise be affected only by magical barriers, not by spells or physical attacks. It does 1d8 damage, plus 1 point per level of the caster. If disbelieved (the target makes a successful save vs. spell) a bolt will do only half damage. (Note that a being unfamiliar with the details of magical illusions who encounters a *shadow bolt* for the first time will have no

reason to disbelieve such an attack.)

A *shadow bolt* strikes in the round following casting—unless the target shifts out of range, in which case it will travel for a second round to strike (or return upon the caster). A *shadow bolt* will *teleport* or *dimension door* to follow its target if the target does so, but if the target does so twice (that is, evades the bolt for the full two rounds), the *shadow bolt* will dissipate harmlessly. The strike of a *shadow bolt* is a considerable blow; the victim must make a Strength check to avoid falling, and if fragile items are carried, make a successful Dexterity check to protect such items (otherwise, they must make saving throws vs. crushing blow to escape damage from the character's fall).

Shadow Skeleton

(Illusion/Phantasm)

Level: 4

Components: V, S, M

Range: 90 feet

Casting Time: 4

Duration: 1 round + 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: This spell allows the caster to create semi-real phantasms of human, demihuman, or humanoid skeletons. All the skeletons created by a single *shadow skeleton* spell must be of the same type. One skeletal image per level of the caster can be created; the caster can choose to create fewer images, but such a decision does not result in stronger skeletons. *Shadow skeletons* cannot grasp, carry, or wield solid objects such as weapons. They appear smoky and vague in outline, of ivory or bloody hue, and may have any configuration (split skulls, missing limbs, and the like) the caster wishes. They are silent and cannot be turned, dispelled, or affected by heat, fire, or cold; they are under the control of the caster just as a priest controls skeletons animated by use of *animate dead*. *Shadow skeletons* have these statistics: AC 6; MV 14; 2 hp each; #AT 1; Dmg 1d4. They can be equipped with illusory clothes and weapons, so as to appear from a distance as living guards or servants. The spell cannot be worked to give the illusion of life or flesh.

Shadow skeletons vanish at the spell's expiration or upon the death or unconsciousness of the caster. Solid matter, including living creatures, can pass through shadow skeletons without resis-



tance. All living creatures who come into direct contact with a *shadow skeleton* must save vs. spells at +2 or be stunned for one round. Such contact does not harm or dispel a *shadow skeleton*, but it does permit a living creature to charge through a skeleton. The material component is a piece of bone. It serves as a focal point for the spellcaster's concentration and is not consumed or altered by the magic.

Chromatic Blade

(Alteration)

Level: 7

Components: V, S, M

Range: 0

Casting Time: 1 round

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: This spell creates a shimmering blade of constantly changing hue, of needle-width and magical sharpness. It can be wielded by any creature, although the caster can will the blade out of existence when he chooses. The blade is considered a +2 magical weapon for attack purposes (no damage bonus), weighs nothing, and makes no sound upon impact. Its touch does 2d6 points of damage and can sever extremities as a *sword of*

sharpness does.

The bearer of a *chromatic blade* receives a +3 bonus to saving throws vs. *color spray* attacks, and the blade's attack can destroy one globe of a *prismatic sphere* or one layer of a *prismatic wall* upon contact, without harm to the wielder. Similarly, a *prismatic spray* is scattered upon contact with such a blade. A *chromatic blade* glows with a bright, gleaming radiance equivalent in illumination effects to a *faerie fire* at all times, regardless of the caster's or bearer's wishes. The color of this glow changes continually and is uncontrollable.

A *chromatic blade* can be destroyed by *dispel magic*, *disintegrate*, or properly worded *limited wish*. It cannot be physically damaged in any way (although it can be parried or blocked like a normal, physical blade). A *chromatic blade* is not affected by changes in light or darkness (mundane or magical) or magnetic effects, and it cannot be mentally wielded or influenced from a distance, except for the caster willing it out of existence. It is safe to touch a *chromatic blade* only at its hilt or guard; the blade itself is all edges—its lightest touch will cause harm.

A wizard or other spellcaster can wield a *chromatic blade* without nonproficiency or class penalties. The material component of this spell is an edged metal weapon of any size and quality, which is consumed in the spellcasting.

Tharadodus's

XP Value: 11,600

GP Value: 116,000

Quest for the Heartstone

Tharadodus the Wizard has an extensive spellbook that contains the following spells: *anti-magic shell*, *charm monster*, *charm person*, *clairvoyance*, *confusion*, *conjure elemental*, *detect invisible*, *detect magic*, *dimension door*, *dispel magic*, *hallucinatory terrain*, *hold monster*, *ice storm*, *invisibility*, *invisible stalker*, *knock*, *lightning bolt*, *magic missile*, *passwall*, *polymorph self*, *projected image*, *remove curse*, *shield*, *sleep*, *teleport*, *wall of stone*, *wall of ice*, *wizard eye*, and *wizard lock*.

Thesis on Conditional Ruptures

XP Value: 2,000

GP Value: 20,000

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Archveult penned *teleport*, *phase door*, *shadow door*, *maze*, and *Archveult's skybolt* in this spellbook.

